

THE HOTTEST  
ALT GIRLS IN  
ONE MAGAZINE

UREN FERNANDEZ • VAUGHN • MAHNEE • KILLPOP • CECYLIA • GHOSTKITTEN

NEPTUNE KESHIA LUA STARDUST

ISSUE 92 • FREE

WITH SOME SICK  
CLOTHING FROM  
MALICE LINGERIE  
SOFT KITTY CLOTHING  
CREEP STREET  
MR. DUCKTAIL  
& MORE

# #92 KAWAII & Killer!

FEATURING

ARCANE ROOTS  
REEL BIG FISH  
WATERPARKS  
MAD CADDIES  
WU TANG GLAN  
ANTI-FLAG & MORE...

## MANAGING EDITOR / DESIGNER

Fraser Mutch

## MUSIC EDITOR

Alice Blenkinsop  
Joshua Clarke  
Alice Hoddinott

## GAMING EDITOR

James Hall

## INTERVIEWS

Rich Alt-Girl Botherer

## MODELS

Mahnee - [www.instagram.com/mah\\_nee](http://www.instagram.com/mah_nee)  
Lauren Fernandez - [www.twitter.com/MissFernandez](http://www.twitter.com/MissFernandez)  
Cecylia - [www.instagram.com/cecylia5g](http://www.instagram.com/cecylia5g)  
Ghostkitten - [www.instagram.com/ghostkittensgh](http://www.instagram.com/ghostkittensgh)  
Vaughn - [www.twitter.com/VaughnSuicide](http://www.twitter.com/VaughnSuicide)  
Neptune - [www.instagram.com/neptuneexplainsital](http://www.instagram.com/neptuneexplainsital)  
Keshia - [www.instagram.com/bethkendrew](http://www.instagram.com/bethkendrew)  
Lua Stardust - [www.twitter.com/luastardust](http://www.twitter.com/luastardust)  
Killpop - [www.twitter.com/killpop\\_sg](http://www.twitter.com/killpop_sg)  
Opal Rose - [www.twitter.com/therealopalrose](http://www.twitter.com/therealopalrose)  
Nikita KLOSEWOOD - [www.twitter.com/nikitaklosewood](http://www.twitter.com/nikitaklosewood)  
kpax - [www.instagram.com/kpax.sgh](http://www.instagram.com/kpax.sgh)  
Rhynn Fox - [www.twitter.com/ItsGemmaEdwards](http://www.twitter.com/ItsGemmaEdwards)

## PHOTOGRAPHERS

Tripodski - [www.twitter.com/Tripodski](http://www.twitter.com/Tripodski)  
Mike White - [www.twitter.com/MikeWhitePhotog](http://www.twitter.com/MikeWhitePhotog)  
Laughing Orc - [www.twitter.com/LaughingOrc](http://www.twitter.com/LaughingOrc)  
RSPNYC - [www.instagram.com/rspnyc](http://www.instagram.com/rspnyc)  
Gemma Edwards - [www.twitter.com/ItsGemmaEdwards](http://www.twitter.com/ItsGemmaEdwards)  
Joseph O'Brien - [www.twitter.com/iamjop](http://www.twitter.com/iamjop)  
ATOM - [www.instagram.com/atom\\_creative](http://www.instagram.com/atom_creative)

## COVER CONTRIBUTORS

Neptune - [www.instagram.com/neptuneexplainsital](http://www.instagram.com/neptuneexplainsital)  
Keshia - [www.instagram.com/bethkendrew](http://www.instagram.com/bethkendrew)  
Lua Stardust - [www.twitter.com/luastardust](http://www.twitter.com/luastardust)  
ATOM - [www.instagram.com/atom\\_creative](http://www.instagram.com/atom_creative)

## MUSIC CONTRIBUTORS

Robert Tilbury  
Alice Hoddinott  
Gavin Brown  
Joshua Clarke  
Dominic George

## GAMING CONTRIBUTORS

Callum Walker  
Shana White

## SPECIAL THANKS TO

Creep Street - [www.creepstreet.com](http://www.creepstreet.com)  
Malice - [www.maliceingerie.com](http://www.maliceingerie.com)  
Camilly Clothing - [www.twitter.com/CamillyClothing](http://www.twitter.com/CamillyClothing)  
Mr Ducktail - [www.mrducktail.co.uk](http://www.mrducktail.co.uk)  
Planet Vandy - [www.alicevandy.com](http://www.alicevandy.com)  
Deth Kult - [www.dethkult.co](http://www.dethkult.co)

[www.eliteonlinemag.com](http://www.eliteonlinemag.com)

For regular news updates, competitions and more info, you can now follow ELITE on:

**PATREON** - [www.patreon/eliteonlinemag](http://www.patreon/eliteonlinemag)

**FACEBOOK** - [Eliteonlinemag](https://www.facebook.com/Eliteonlinemag)

**TWITTER** - [@eliteonlinemag](https://twitter.com/eliteonlinemag)

**INSTAGRAM** - [@eliteonlinemag](https://www.instagram.com/eliteonlinemag)

**SNAPCHAT** - [eliteonlinemag](https://www.snapchat.com/add/eliteonlinemag)

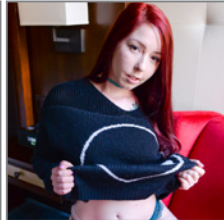
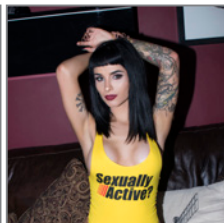
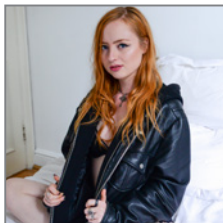
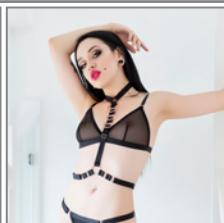
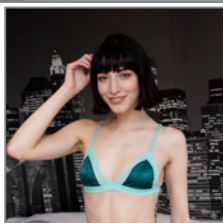
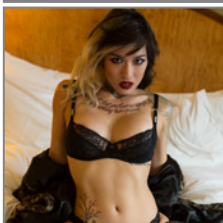






## NEPTUNE, KESHIA & LUA

- 06 - MR DUCKTAIL
- 09 - MAHNEE
- 22 - STAY CLOSE CLOTHING
- 24 - LAUREN FERNANDEZ
- 38 - CECYLIA
- 50 - CAMILLY CLOTHING
- 52 - GHOSTKITTEN
- 66 - VAUGHN
- 76 - SOFT KITTY CLOTHING
- 78 - NEPTUNE, KESHIA & LUA STARDUST
- 106 - GROWL & GRANDEUR
- 108 - KILLPOP
- 120 - PLANET VANDY
- 123 - OPAL ROSE
- 134 - DETH KULT
- 136 - NIKITA KLOSEWOOD
- 150 - KPAX
- 162 - RHYNN FOX
- 174 - SG BLACKHEART BURLESQUE
- 180 - ARCANE ROOTS
- 184 - FIREBALL: FUELING THE FIRE TOUR
- 188 - WATERPARKS
- 190 - REVIEWS
- 194 - GAMING ROUNDUP
- 196 - LOOT BOXES
- 199 - GRIMOIRE: MANASTORM
- 200 - FORZA MOTORSPORT 7
- 202 - SUPER MARIO ODYSSEY
- 204 - STEAMWORLD DIG 2
- 206 - FIRE EMBLEM WARRIORS
- 208 - SHADOW OF WAR
- 210 - BRAWLOUT
- 212 - SENKO NO RONDE 2







**CREEP  
STREET®**

[WWW.CREEPSTREET.COM](http://WWW.CREEPSTREET.COM)



**MR. DUCKTAIL**  
ITSSOMETHINGHELLS.COM





**ITSSOMETHINGHELLS.COM**





[WWW.MURDERTRON.COM](http://WWW.MURDERTRON.COM)

**STREETWEAR  
T-SHIRTS  
JUMPERS  
VESTS  
HEADWEAR  
ACCESSORIES**

**15% OFF  
ONLINE ORDERS  
WITH PROMO CODE  
"ELITEFTW"**

PHOTOGRAPHER: JACK RUSSELL @JACKRUSSELL\_PHOTO  
MODEL: ROUGE SUICIDE @SHOWMEYOURTITCH





# MAHNEE

Photographer: Mike White

**Hey Mahnee! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** I was born in Hollywood, I have a odd sense of humour, not necessarily always funny, but it pushes the question... 'did she just say that?' I have the sense of humour of an old dirty man. I LOVE music, it HAS to be on at ALL TIMES. Different soundtracks to different times of the day. As Tom Petty said it, it truly is MAGIC. I dance for a living, so all weekend long I'm dancing, performing and by Monday my body is like 'alright time for sedatives and long baths you whore, you made me wear 6 inch heels to dance in for 4 straight hours.' And I bake. A LOT, usually in the nude because it gets the house so damn hot, which results in burn marks in the strangest of places....

**What was it like to work with the photographer on this shoot?** FUN. Mike who I thought was Matt (confusion with the English and American accent) was a giant teddy bear. So sweet! I was completely intimidated by his reputation, but once shit started coming off we started syncing and it just became more work than play. Or playfully working.

Photographer: Mike White









**WHAT IS YOUR  
FAVOURITE FLAVOUR  
OF ICE CREAM?  
I LOVE ME SOME NUTS,  
SO ANYTHING THAT'S  
DAIRY FREE AND  
CONTAINS PEANUT  
BUTTER, I'M GAME.**



WHAT WAS YOUR  
FAVOURITE PART OF THE  
SHOOT? LAYING ON THE  
BED HAHA. IN A SEDUCTIVE  
MANNER OF COURSE. IN ALL  
SERIOUSNESS, HE LET ME  
KEEP MY BOOTS ON WHEN  
WE SHOT ON THE BED AND  
THAT'S NEVER A BAD THING ;)









If you could take us to any festival, which would it be and why? “Lightning in a Bottle” because it’s located in California so you get that beautiful California weather and this year it was by the beach! WHO WOULDNT TO PARTY BY THE BEACH?! Try to be healthy in the morning with Yoga and cold pressed juices in the morning then spend the rest of the day floating and soaking up the sun on linked floaties on the beach, and drop as soon as the sun sets to dance all night.

Photographer: Mike White

On a scale of one to ten, how good looking are you? Oh geeze, since the 'gram has introduced me to these goddamn flawless demi-goddesses... I'm not even on that scale anymore. Alright, a 7.5 because 'sometimes all a girl needs is a half' - Sex & the City.







PHOTOGRAPHER: MIKE WHITE





**If you could listen to one album for the rest of your life, what would it be?** THE REST OF MY LIFE? That's a huge commitment. Let's just leave it on the 'rock n' roll' station. In the 21st century no one listens to just ONE album anymore, I want to hear Elvis Presley followed up by Sublime.



**What's your favourite part of your body and why?** My Neck, it's long, sensual and sexy. I'll tell you a secret, I like to be held and kissed on the back of my neck. I feel like it's a long forgotten body part after the reign of corsets and ball gowns. Legs suddenly became the new neck and my body never got that memo.

**2017 has been a pretty big year for many people. How have you found it so far?** HUMBLING. To really chase down the things you want in this life. Like a fat boy loves chocolate cake, I'm addicted to working non-stop.

**What's your favourite song currently?** WHAT'S LOVE GOT TO DO WITH IT - Tina Turner, because its so damn fun trying to sing it in my car and look completely psychotic doing it haha.

**What's a guaranteed turn on for you?** Don't underestimate the god damn neck guys. I'm telling you, such a small detail but HUGE difference. Show it some love, I don't have a tattoo there JUST to intimidate you... It's like an 'X marks the spot'.

**Describe your perfect photoshoot:** You would think I would say beach shoot. but quite honestly no one wants a bikini bottom full of sand. I'm a HUGE fan of shower shoots. Everyone likes a wet girl am I right?

**Where has been your favourite place to travel?** DONT LAUGH. London. Everyone smokes like nobodys business and there's TEA TIME. EVERY AFTERNOON. What girl doesn't like eating food the size of her palm on pretty floral plates. It's like the best diet ever. You're only allowed to have one sandwich and two cookies. but the sandwich is size of your fucking pinky. genius. No-one in L.A. stops midday to have tea. Y'all are classy, I love it.

**What do you like most about Elite?** I LOVE The wide range of models I see, there is no race or size preference. I dare say it's more refreshing than cucumber mint water, which is pretty fucking refreshing.

**If you could model for any brand, product or company, which would it be and why?**

A Victoria Secret runway angel because there's no way I would ever get into heaven.





**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS?**

**YES. THANK YOU FOR READING THROUGH AND 'GETTING TO KNOW ME'. I'LL CATCH YOU GUYS IN THE DM HAHA.**





**10% OFF WITH  
CODE: TATTOOCLOSE**





**ONE PLANET ONE HOME - £25.00**

**STAY CLOSE**

**STAYCLOSECLOTHING.COM**

Photographer: ATOM | Model: Keshia



**GUIDE ME HOME RAGLAN - £20.00**





# Lauren Fernandez

Photographer: ATOM



**Hey Lauren! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** Hey I'm Lauren. You may know me as Missfernandez from Suicidegirls and instagram. I tattoo full time at Ginger Toms tattoo studio in Southampton and I also model. If I'm not drawing, tattooing or shooting I'm usually obsessing over fantasy films, or a Morrissey lyric or a new documentary on conspiracy theories! Basically a bit of a nerd. Music motivates me more than most things. Oh and yes I drink a lot of tea!





**What is your favourite flavour of ice cream?** Coconut or marshmallow in ice cream is ideal. Like so good. Try it, you'll thank me! If not a casual twister is always a treat.





Photographer: ATOM

**What's your favourite part of your body and why?** Probably my hands... is that sexy?! Haha no but seriously I love pretty hands. I suppose I prefer subtle details of things in life and hands tell so much! My back too, because Stewart Robson adorned it with my favourite tattoo. I love the way it fits and contours my body.





**What was it like to work with the photographer on this shoot?** I had such a good time! The guys were so kind, super easy going and fun to work with. If Team Elite had a trip advisor for models I'd be leaving nothing but positive feedback! Would recommend. We shot so much stuff too - I don't think I've ever had so much content from one shoot.

**What was your favourite part of the shoot?** I mean the photographers singing throughout the shoot was just wonderful, a personal highlight! ;) but aside from that getting to meet everyone is always a highlight for me. I got to meet Sunny and Cartoon, who I've admired on Suicidegirls for some years now <3 They are absolutely beautiful people! Was so nice to hangout with everyone. And I've been talking to Elite forever about shooting so I'm so glad we've finally worked together!

**On a scale of one to ten, how good looking are you?** I can't answer that! I should be saying 10 and totally selling myself here but noooo... Everyone is beautiful. We're all a 10. We're all attracted to different things, so what is good looking. Everyone is a ten to the right person I just don't know how to rate myself, maybe a 5? Haha!

**If you could model for any brand, product or company, which would it be and why?**

Nadia Lee...She is badass. Look up her insta if you haven't heard of her before... her style is hard to describe. She shoots the weirdest, but coolest stuff... From Ronald McDonald to Mars Attacks, mullets and junkie moms, all these things that sound odd, maybe even gross and she makes it into art. I love 70's glamour, punk rock culture, fashion and anything a little freaky so her style had me instantly engaged. It's more raw and punk in attitude than a lot of fashion photos can be, it feels more real. Not only is her creative vision as a stylist, director and photographer on point, she is equally as inspiring behind the camera. I think because I'm quite timid and shy at times her attitude is kind of an aspiration. Not to strive to be like everyone else but embracing your weirdness. I really have been lucky enough to work with a lot of my favourite photographers and some huge companies I never dreamt I would collaborate with over the years! I feel like I learn something from everyone I encounter as I model and tattoo. It's the best!





**What's a guaranteed turn on for you?** Good taste in music counts for far more than it should with me haha. And again with the hand thing... nice hands and nice teeth are super attractive. I like a bit of a mysterious man, the chase is half the fun. So a tease is a turn on.



**Describe your perfect photoshoot:** I would love to shoot something in like the biggest gothic castle in Transylvania or in the neon lights of Tokyo. I'm definitely inspired by my surroundings and different cultures. I suppose travel is a big part of what made me want to be both a model and a tattoo artist and I want to learn and absorb new things all the time. The forests in Japan would be really beautiful to get naked in too... pretty sure that wouldn't be allowed though haha. I love art nude in really epic locations so anything where I feel like I can feel the atmosphere and mood of the place and work with that is amazing. It's not always about T&A ;)

Photographer: ATOM







**2017 has been a pretty big year for many people. How have you found it so far?** 2017 has been my busiest year yet! I've worked my butt off tattooing and drawing in between loads of photoshoots. I went to France in June for a SuicideGirls shootfest... which basically meant a week long naked, party with some of the best models and photographers from around the globe. I've seen some of my favourite bands, made new friends... had some serious Game of Thrones, Stranger Things epics with all the snacks. It's been a good one!

**What's your favourite song currently?** Honestly right now I'm just listening to the Stranger Things soundtracks on repeat. I listened to the first one so much and now I have them both it's even better! I love electronic and chill out music to draw to it's a bit more transcendent than other genres. But also the featured tracks are so perfect, The Clash, Jefferson Airplane, Echo and The Bunnymen, Modern English, Toto, Foreigner it's just too much goodness and all the feels. Wish I grew up in the 70s and 80s :(

**If you could take us to any festival, which would it be and why?** Just one?! That's not fair. I'd say Bestival for the party... the whole site is a beautiful trippy paradise! The effort that goes into it as an art project is so good... it's the best atmosphere everyone is down for a good time and parties so hard. but no fights and dickheads like you get at Reading and Leeds. Groezrock festival always has insanely good line ups if you're into punk or alternative! Whereas Bestival is a really mixed line up. The year I went I saw Snoop Dogg and Elton John on the same line up. I hope they were sharing blunts together backstag! I need to go to Glastonbury though... it's on the bucket list of things to do.

**If you could listen to one album for the rest of your life, what would it be?** It would either be The Smiths - The Queen is Dead or CircaSurvive - Juturna. Both will stick with me as favourites forever. Listen to them, they're the best.

**Where has been your favourite place to travel?** Barcelona was my favourite. It really inspired me artistically. So many incredible buildings, the gothic quarter is one of my favourite places I've ever been. Naturally, as the goth kid I am I loved the cathedrals, both Barcelona and The Sagrada familia are places I'll never forget. The history and the culture here as well as modern art exhibitions, the best tapas and friendly people make for such a good trip. You also have the beach... so it's like city life, beach holiday, all in one. I also got to stay with so many Beautiful SG ladies there. Take me back already!



**What do you like most about Elite?** I love that you don't just tell us models, this is what we're shooting or this is what we want you to wear... you ask what we would like to do. It's important for us models to expressive a bit of ourselves in our work and it makes me super happy when someone works with me and notices that. You are absolute gentleman!

**Finally, is there anything you would like to say to the Elite Readers?** You're the best! Thanks for reading I hope I did okay!





PHOTOGRAPHER: ATOM



DESIGNED & PRODUCED  
IN GOOD OLD BLIGHTY





**Growls & Grandeur** <sup>TM</sup> ©

TRADE



MARK

**20% OFF CODE  
'GROWLXELITE'**



**-JOY GOOD APPAREL-**

**WWW.GROWLANDGRANDEUR.COM**

**EST. MMXI**


Photographer: Joseph O'Brien

# Cecylia









**Hey Cecylia! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** Hey!

Thank you! I'm Cecylia, I'm 20 years old and I live in Italy.

I'm an alternative tattooed model and a SuicideGirl. I'm into artsy things and makeup, I love cooking, my job, and traveling!

**What was it like to work with the photographer on this shoot?**

It was such an amazing experience. All the staff was so kind and professional with me, I laughed a lot and we did many beautiful pics at the same time. I always have a little anxiety before doing an important shoot, but I calmed down instantly when I started to feel the atmosphere on the set. I'll never forget it and I can't wait to work with that team again!

**What was your favourite part of the shoot?**

I think when we chose lingerie outfits together and then obviously the shoot, especially in that beautiful bedroom we were in. We laughed and worked so well together!





**ON A SCALE OF ONE TO TEN, HOW GOOD LOOKING ARE YOU?**  
**THIS IS A VERY DIFFICULT QUESTION FOR EVERYBODY,**  
**I THINK IT DEPENDS ON THE DAY HAHA!**

**What's your favourite part of your body and why?** My eyes. They're kinda green... nobody knows, but the colour changes a bit to a blue/grey when the weather changes haha. I also like makeup as I told you, and that's another reason why I like my eyes! I love playing with them, and also having big long lashes as you probably saw in every pic of mine!

**If you could model for any brand, product or company, which would it be and why?** I'd love to model for DollsKill, I love their style. It's fire. Also, brands like Adidas, Nike and Puma. Only the idea gets me excited about it!

**2017 has been a pretty big year for many people. How have you found it so far?** 2017 has been an important year for me, absolutely. It was full of big changes, I moved to Milan from my city in Tuscany, I grew up more, I had so many experiences, I traveled a lot.... I understood more of myself! I also met lot of people, negative ones, lots of positive ones too that I now call new friends.

**What is your favourite flavour of ice cream?** Almond and coconut.

**What's your favourite song currently?** Rockstar - Post Malone.

**WHERE HAS BEEN YOUR FAVOURITE PLACE TO TRAVEL? FOR NOW, LONDON. I REALLY LOVE THAT CITY! I'VE BEEN THERE 3 TIMES, AND I CAN'T WAIT TO COME BACK!**

Photographer: Joseph O'Brien










**WHAT'S A GUARANTEED TURN  
ON FOR YOU? HUMOR AND  
INTELLIGENCE. IF YOU MAKE  
ME LAUGH FOR REAL INSIDE, I  
FEEL KIND OF PEACEFUL AND  
RELAXED THEN!**





A photograph of a stone wall with a black mailbox and a blue door frame. The wall is made of light-colored, irregularly shaped stones. The mailbox is black and rectangular, mounted on the wall. The door frame is blue and runs vertically along the right side of the wall.

**If you could take us to any festival, which would it be and why?** Ozora, I'd love to go! I've never been there but it's a goa psy trance festival, and I as I know there's a kind of total freedom in the atmosphere!

**If you could listen to one album for the rest of your life, what would it be?** Uhm, I listen to so many different kinds of music, so I have many albums in my head. Maybe DAMN by Kendrick Lamar, if I have to answer by the mood I'm feeling!

**Describe your perfect photoshoot:** Weird mood, cool lights, perfect makeup and hair, good music, playing with ideas that I have at the moment, being professional but having fun!

**What do you like most about Elite?** The fact that it's professional and all the staff makes you feel comfortable, meet all your needs, doing great results, all being rad!

Photographer: Joseph O'Brien









**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? THANK YOU FOR SPENDING A LITTLE TIME TO KNOW ME MORE WITH THIS INTERVIEW! I LOVE YA!**



Camilly

BLEND IN STAND OUT



RED HEAD TEE - £25.00





**GRAFFITI - £25.00**

**CAMILLYCLOTHING.COM**

**GET 20% OFF WITH  
VOUCHER CODE 'ELITE'**





# GHOSTKITTEN



**Hey Ghostkitten! Welcome to Elite, what was it like to work with the photographer on this shoot?** OH MY GOSH... I don't think I've ever laughed so much. I had so much fun. He's so sweet, made me feel so comfortable. I can't wait to work with him again!

**What was your favourite part of the shoot?** All the dancing and high pitched singing. There was one part while we were on IG live when we had the phones set up on the table and he tried to ninja roll under them to get to the other side... well the phones shook like we were having an earthquake and you can see his legs rolling across the bottom of the screen... I don't know why, but I couldn't stop laughing and re-watching it!







ON A SCALE OF  
ONE TO TEN,  
HOW GOOD  
LOOKING  
ARE YOU? TO  
MYSELF? A 6.

Photographer: ATOM

**WHAT'S A GUARANTEED TURN  
ON FOR YOU? SEXUALLY. TOUCH  
MY THIGH OR MY WAIST.  
MENTALLY. BE FUCKING REAL.  
HONEST. THAT'LL GET ME WET.**









**WHAT'S YOUR FAVOURITE SONG CURRENTLY?** NOTHING ON BY TANK. I'VE BEEN IN A SEXUAL R&B MOOD LATELY. YOU GUYS SHOULD LISTEN TO DEEPTHROAT BY CUPCAKKE ;) YOU CAN THANK ME LATER.





**What's your favourite part of your body and why?** To be completely honest.. I don't like my body. If I HAD to choose a part though, maybe my hands and feet? They're fuckin' adorable.

**If you could model for any brand, product or company, which would it be and why?** Bad Star Lingerie - I LOVE their stuff, Malice - it's so sexy, Vans - I've wanted to since I was a kid, Blackcraft Cult - their stuff is sick and I love the style and Killstar because the reason is obvious!

**2017 has been a pretty big year for many people. How have you found it so far?** Just another year I'm ready to be over with. I do love it because it was the year I started modelling. The year of my debut SuicideGirls set. The year I met all these amazing women and photographers. Also the year my baby girl turned 5.

**What is your favourite flavour of ice cream?** Mint chocolate chip!

**If you could take us to any festival, which would it be and why?** I'm lame and I've never been to one... so why don't you take me? Something like Graspop?

**If you could listen to one album for the rest of your life, what would it be?** Metallica. Injustice for all.

**Describe your perfect photoshoot:** One where I'm outside.. actually prepared.. not bloated from the food I consume constantly. Honestly they've all been amazing so far. Best one was with Elite ;)

**Where has been your favourite place to travel?** I haven't been many places, but I'm from a tiny southern town in Mississippi back in the states. So coming to England was a dream. I'd say Wales? Oh it's gorgeous!

**What do you like most about Elite?** The real ness. The love. Support.













**Finally, is there anything you would like to say to the Elite Readers?**

Wassuuuuup. \*said in Budweiser guy voice\*  
The support you show is awesome and I wanna hug you all! Thanks for reading about my boring self!



GET 20% OFF WITH EXCLUSIVE CODE  
**'ELITEDETH'**

— SALE ITEMS NOT INCLUDED - OFFER ENDS 1/5/17 —

**WWW.DETHKULT.CO**

 [WWW.FACEBOOK.COM/DETHKULT](http://WWW.FACEBOOK.COM/DETHKULT)  [WWW.TWITTER.COM/DETH\\_KULT](http://WWW.TWITTER.COM/DETH_KULT)  [WWW.INSTAGRAM.COM/DETHKULT](http://WWW.INSTAGRAM.COM/DETHKULT)













# Vaughn

Photographer: RSPNYC



**Hey Vaughn! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** OH HAI!!! I'm Vaughn - nice to meet ya! I put hot sauce on everything I eat, I'm pretty sure I'll get sunburnt under anything stronger than an energy saving lightbulb and I feel worryingly uncomfortable in any shoes that aren't Dr Martens.

**What was it like to work with the photographer on this shoot?** RSPNYC was brilliant to work with! I'd definitely shoot with him again, he's a super chill dude



ON A SCALE OF ONE TO TEN,  
HOW GOOD LOOKING ARE  
YOU? "I'M PRETTY SURE  
THERE'S A LOT MORE TO  
LIFE THAN BEING REALLY,  
REALLY, RIDICULOUSLY  
GOOD LOOKING"



**What was your favourite part of the shoot?** It's really fun working with new photographers; especially when they're a seasoned traveller, like Ryan. We spoke about different places we've been to, people we've shot with - it's nice to see how modelling and photography keep so many of us all from across the world connected.

**If you could model for any brand, product or company, which would it be and why?** Oh, Creep Street would definitely have to be one! Disturbia and New Rock too.

**2017 has been a pretty big year for many people. How have you found it so far?** It's been inspiring! I've spent more time with some of the most badass babes I've ever known - seen their ideas become reality and watched in awe as they conquer the world... speaking of which, you should all go check out @katsandcrows Crowversation Podcast on Acast or iTunes, it's beyond uplifting and refreshing to hear from powerful and confident women talking so openly about their lives. It's gone so quickly though, how is it already November?! I've been getting a few ideas together this year that I'm hoping to share with everyone in 2018

**What is your favourite flavour of ice cream?** The dairy-free chocolate fudge brownie ice cream Ben & Jerry's have brought out is without a doubt my absolute favourite! I swear, it's better than the original one - I ate a whole tub in one sitting and have absolutely 'no regrets'.

**What's your favourite song currently?** New Rules by Dua Lipa or Hold On by Don Broco.

**If you could take us to any festival, which would it be and why?** Download! Check out the Download Festival video on the Suicide Girls Dis-Grace Facebook (or on the @sgdis\_grace instagram) - I don't need to explain how awesome it is, just watch and see for yourselves!

Photographer: RSPNYC













**WHAT'S YOUR FAVOURITE PART OF YOUR BODY AND WHY? THE ANSWER TO THAT CHANGES DAILY! TODAY I THINK I'LL GO WITH MY THUMBS BECAUSE WITHOUT THEM, SCROLLING ON MY PHONE TO FIND NEW MEMES WOULD BE AN AWFUL LOT HARDER.**







Photographer: RSPNYC

**If you could listen to one album for the rest of your life, what would it be?** I Brought You My Bullets, You Brought Me Your Love - My Chemical Romance. Always, always, always.

**Describe your perfect photoshoot:** 'Snacks provided.'

**Where has been your favourite place to travel?** I flew out to Orlando, Florida for a shootfest in 2016 - I loved it! I mean, I got so sunburnt I looked like a gammon, but it was incredible.

**What do you like most about Elite?** Oh don't make me choose! I love everything about Elite!

**Finally, is there anything you would like to say to the Elite Readers?** Be good: eat your vegetables. Also, swing by my Instagram, @vaughn.sg, and say hi! I wanna get to know you all!







# SOFT KITTY CLOTHING

[SOFTKITTYCLOTHING.COM](http://SOFTKITTYCLOTHING.COM)



ALT CLUB NIGHT

# UPRAWR

WWW.TOTALUPRAWR.COM

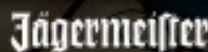


£1 - SOURS / SHOTS  
£2 - VODKA & MIXER  
£2.50 - JAGERBOMBS  
£2 BOTTLES VS / BEER  
£2.50 - JACK DANIEL'S & MIXER  
+ MANY MORE

PARTY • £5 ENTRY ALL NIGHT WITH FLYER •  
**U**  
FESTIVAL

EVERY SATURDAY

10:30PM - 3:00AM  
THE ASYLUM VENUE





Photographer: ATOM

NEPTUNE

KESHIA

LUA STARDUST



# NEPTUNE

**Hi Neptune, welcome to Elite! How did you enjoy the shoot?** There was lots of 2005 emo music playing so very good ;)

**What is like to grace the Elite cover for the first time?** It got me feeling like Beyoncé and ready to slay all day.

**What was it like to work with the photographer on this shoot?** It was hard not to laugh the entire shoot because the photographer was always saying the silliest things, so it was fantastic. I hate it when shooting feels too serious.

**What was it like to work with Lua and Keshia?** It was like being the Power Puff Girls fighting Mojojojo.

**What's your best feature?** These slanty eyes I was so graciously gifted with by the Asian gods.

**What was the funniest thing to happen at the shoot?** As always, whispering the Krusty Krab Pizza Song in Lua's ear while trying to pose sexy.

**Outside of modelling, do you have any other passions?** I like to sit on my couch and look at memes while halfway watching Disney movies. I'm REALLY good at that.

**It's clear from your feature you have a great figure! Where does that come from? Do you have to work for it or is it just good jeans/genes?** I honestly sit at home most of the time and watch cartoons so I guess being a hermit does something!









**Something you wear with a aplomb are your tattoos! You have quite the collection... what is your favourite piece?** Probably my Koffing and Weezing armpit tattoos because I like to pretend that they're using their smog attacks.

**Who has the best bum you've ever seen?** Hank Hill when he's got his butt boobies on. That boy ain't right I tell you h'wut.

**What is the naughtiest thing you've done?** I tricked a kid to giving me his Charizard trading card in exchange for my Magikarp card.

**What's the worst idea you have ever had?** Going to college, who told me this was a good financial investment? Every 18 year old American needs an attorney present before agreeing to that.

**What's next for you?** I'm going to steal the Krabby Patty secret formula.



**WHAT'S LUA'S AND KESHIA'S BEST FEATURE? THEY ARE BOTH MY BEAUTIFUL BUTTERFLIES SO I CAN'T PICK JUST ONE FEATURE!**









**WHAT'S A GUARANTEED TURN ON FOR YOU?**  
I HAVE ALWAYS BEEN A FAN OF 'THICC BOIS'  
WHO DO NOT GET NEARLY AS MUCH LOVE AS  
THEY SHOULD! LET ME USE YOUR TUMMY AS  
A PILLOW AND I'M THE HAPPIEST GIRL ALIVE.



PHOTOGRAPHER: ATOM





**WHO HAS BEEN YOUR FAVOURITE MODEL OF 2017?**  
**DEREK ZOOLANDER, BUT HANSEL IS A CLOSE SECOND.**



**SO HOW CAN A GUY IMPRESS  
YOU? BY BEING ABLE TO  
QUOTE ALMOST ANYTHING  
FROM SPONGEBOB.**

Photographer: ATOM

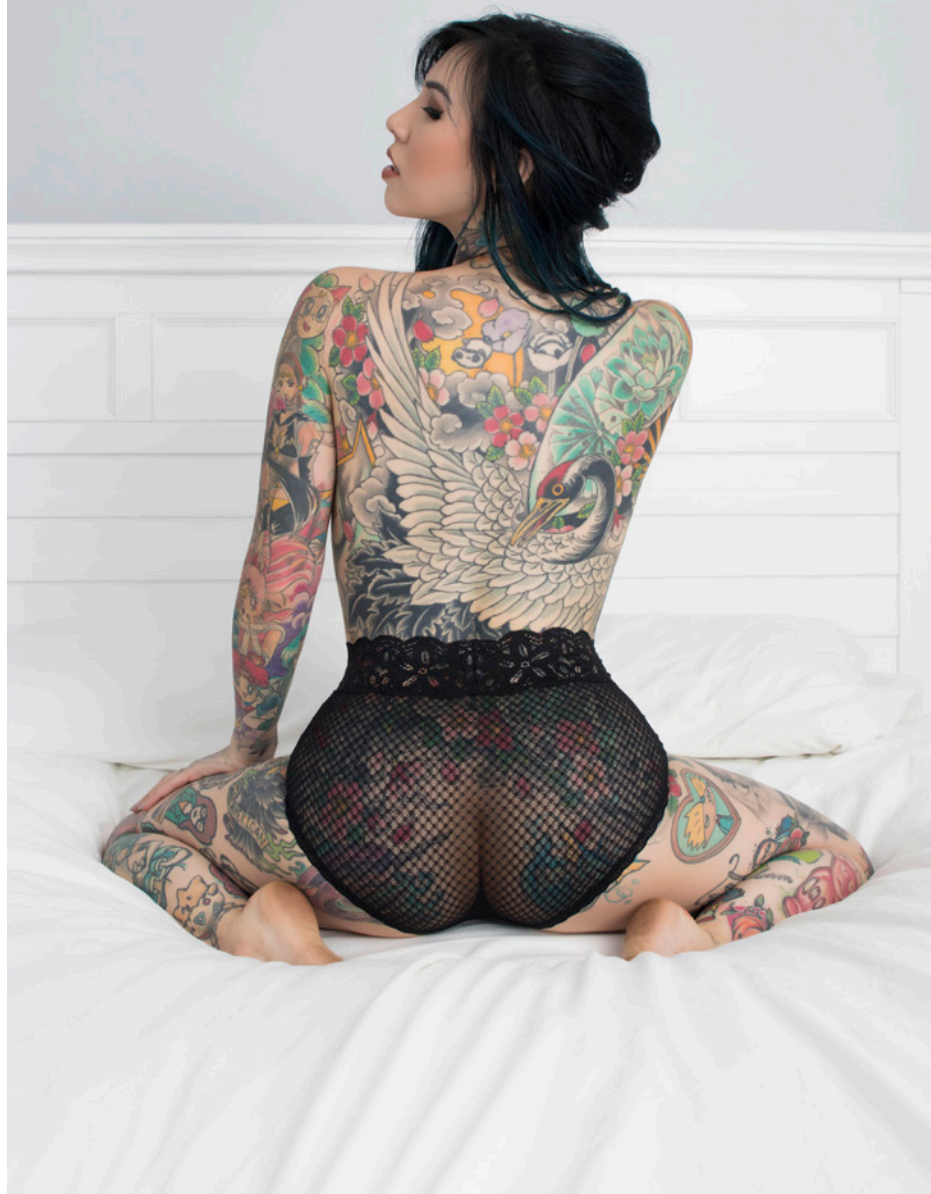






Photographer: ATOM

**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO  
THE ELITE READERS? IS MAYONNAISE AN INSTRUMENT?**







**Hi Keshia, welcome to Elite! How did you enjoy the shoot?** Hai! It was absolutely amazing!

**What is like to grace the Elite cover for the second time?** Even better, maybe it can be a 3rd time lucky in the future?

**What was it like to work with the photographer on this shoot?** I enjoyed it very much.

**KESHIA**







**What was it like to work with Lua and Neptune?**

It was literally dreams becoming reality for me! Two girls I never thought I'd have the honour of working with, either side of me!

**What's Lua's and Neptune's best feature?**

Oh damn they both have the best bootys ever. And Neptune's tattoos are literally amazing. I looked down at one point and the Fresh Prince was staring back at me...

**What's your best feature?**

WABS.

**What was the funniest thing to happen at the shoot?**

The moment I got put in the middle and instantly turned into a very happy pimp.

**Outside of modelling, do you have any other passions?**

I work in a Cat Cafe. Cats and pizza are life.

**So how can a guy impress you?**

Just be a gentleman!

**Who has been your favourite model of 2017?**

Sian Marie for sure! <3

**It's clear from your feature you have a great figure! Where does that come from? Do you have to work for it or is it just good jeans/genes?**

I work out now and again, but it's mostly just pure luck 'cos I eat what I want haha!

Photographer: ATOM



**Something you wear with a aplomb are your tattoos! You have quite the collection... what is your favourite piece?** I like my little cat milk carton on my arm to be honest.

**Who has the best bum you've ever seen?** Charlotte Something!

**What's the worst idea you have ever had?** There are no bad ideas! No regrets!

**What's next for you?** I'm hoping to start playing with fire, so maybe you'll see me performing in the near future?









A close-up photograph of a woman with extensive tattoos on her arms and chest. She is splashing water, which is captured in mid-air, creating a dynamic and energetic scene. The background is a plain, light-colored wall.

# WHAT'S A GUARANTEED TURN ON FOR YOU? WHISPER 'LET'S GET MCDONALD'S' IN MY EAR.

Photographer: ATOM

**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY  
TO THE ELITE READERS? THANK YOU FOR READING!  
FIND ME EVERYWHERE AT @KAWAIIKESHIA**





**Hi Lua, welcome to Elite! How did you enjoy the shoot?** Hey guys! Thank you so much for having me. I had such a blast shooting with Elite for 3 days! We Shot so many amazing sets together including this awesome trio on the cover!

# LUA STARDUST







**What is like to grace the Elite cover for the first time?** I've been working on getting more features in magazines, but to have a cover is always such a wild experience! This is my first cover with multiple people and I'm glad Elite was the one to do it!

**What was it like to work with the photographer on this shoot?** Oh man he is such a goof! We had such a good time jamming out to emo throwbacks and being silly! Having such a fun environment to shoot is made for some great pics!

**What was it like to work with Neptune and Keshia?** Neptune is one of my best friends and I've been friends with Keshia for a few years as well! Knowing both of them beforehand definitely made this shoot easy. It's more natural to shoot with someone you have a connection with. Plus we're all derps - it just came naturally.

**Outside of modelling, do you have any other passions?** Sure do! I am an avid cosplayer and have been doing so since 2012. I'm solely a content creator right now and a lot of that is through youtube .I play tons of video games and I'm on twitch regularly. I collect figures and oddities. I play the ukulele and write my own music! AND I'm picking up videography and photography!

**Who has been your favourite model of 2017?** I'm totally girl crushin' on Katsyuka Moonfox. SUCH A BABE.

**It's clear from your feature you have a great figure! Where does that come from? Do you have to work for it or is it just good jeans/genes?** It comes from lots of donuts and tacos. \*shrugs\* I try to get regular cardio in and should be better at working out, but I just have too much going on to dedicate my time to a gym.

**You are a bit of a cosplay queen. What has been your favourite cosplay so far?** My Gamora from Guardians of the Galaxy and Rogue from X-Men! SO FUN!

**Who has done the best cosplay you've ever seen?** I really love nostalgic costumes. Or people who are incredibly in character. I saw an adorable grandma dressed as Muriel from Courage the Cowardly Dog knitting on a windowsill at a convention. IT WAS AMAZING!

**What's a guaranteed turn on for you?** Mac and cheese.

**What's next for you?** Winter is coming! I have a short break before convention season starts back up on February so I'll be planning my costumes and events for the year!





SO HOW CAN A GUY IMPRESS YOU? BY BEING HIMSELF.  
SOUNDS CHEESY BUT IT'S 100% TRUE. GOOD GUY OR BAD BOY.  
I JUST WANT TO KNOW WHO YOU REALLY ARE.









Photographer: ATOM

**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS?** THANKS FOR TAKING THE TIME TO LEARN A BIT ABOUT ME AND PICKING UP THIS ISSUE OF ELITE! YOU CAN FIND MORE ABOUT ME OVER AT [LUASTARDUST.COM](http://LUASTARDUST.COM)

**HOUND NOIR TEE**  
**£22.00**



**GROWL & GRANDEUR**





**ELLIE TEE**  
**£22.00**

**WWW.GROWLANDGRANDEUR.COM**



**GROWL SNAPBACK**  
**£25.00**



# Killpop

Photographer: ATOM









**Hey Killpop! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** Hey! I'm a little 5'3 geordie, Suicide Girl an multi-skilled performer. I also DJ at Rise, Newcastle every Saturday!

**What was it like to work with the photographer on this shoot?** Awesome as always! I love the Elite team, always positive happy hangs while we shoot.

**What was your favourite part of the shoot?** Well of course it was getting in the hot tub with Keshia.













**WHAT'S YOUR  
FAVOURITE PART  
OF YOUR BODY AND  
WHY? WELL COME  
ON, IT HAS TO BE MY  
NEW BOOBIES!**

Photographer: ATOM



**IF YOU COULD LISTEN TO ONE ALBUM FOR THE REST OF YOUR LIFE,  
WHAT WOULD IT BE? ORIGIN OF SYMMETRY - MUSE.**











Photographer: ATOM

---

**What is your favourite flavour of ice cream?** Coconut, I also really dig mint choc chip.

**If you could take us to any festival, which would it be and why?** Download - simply because I fucking love it!

**Describe your perfect photoshoot:** Tree's, waterfall's and err... pizza.

**Where has been your favourite place to travel?** Outside the UK I loved New Orleans and LA so much! I can't wait to go back to LA this month with SuicideGirls, it's going to be a blast, I'm also dancing at Bar Sinister on 18th November with some lovely ladies! My favourite place to go in the UK is Edinburgh. I try to go a couple of times a year to party and explore, I love the old history the city has and never get sick of visiting.

**What do you like most about Elite?** I love how much it brings people together, I've made so many wonderful friends through this mag, so thanks Elite! You rock!





FINALLY, IS THERE ANYTHING  
YOU WOULD LIKE TO SAY TO  
THE ELITE READERS? IF YOU  
DON'T ALREADY FEEL FREE TO  
FOLLOW ME ON INSTAGRAM AND  
TWITTER @KILLPOP\_SG. IF YOU  
ALREADY DO, I LOVE YA!





**HELLO KITTY EBONY  
BODYCON - £35.00**



A woman with long, vibrant blue hair and extensive tattoos on her neck, chest, and arms is shown from the waist up. She is holding a catsuit that features a repeating pattern of Hello Kitty characters. The catsuit is white with pink accents and red bows. She is looking down at the garment with a slight smile. The background is plain white.

HELLO KITTY  
CATSUIT - £39.00

**PLANET VANDY**

**ALICEVANDY.COM**



**CREEP  
STREET®**

[WWW.CREEPSTREET.COM](http://WWW.CREEPSTREET.COM)





Photographer: Laughing Orc

# Opal Rose





**Hey Opal! Welcome to Elite, tell us a bit about yourself:**

**Hey!** I'm Opal and I'm a mad animal lady who loves all things psychedelic and strange! Although my psychedelic style comes out more in 'real life', I also like to feel all cute and small sometimes, so I express that through my style in photoshoots. Also, random factoid but I could probably out-eat you in an eating contest... I'm like the 8th wonder of the world when you get me into a buffet!

**What was it like to work with the photographer on this shoot?**

James is absolutely lovely, and he's so chill to be around. We got on like a house on fire and the shoot went so quickly because of it. I always feel a bit sorry for photographers, because I tend to talk a lot of shit on set out of excitement, but I reckon he handled it quite well haha! In all seriousness, I'd recommend anyone to shoot with him. He has a great eye for creativity and I think that really makes or breaks a photoshoot.

**What was your favourite part of the shoot?**

The amount of outtakes we had to do purely because the Cheshire cat teddy looked like he was perverting at my arse most of the time... it's just that expression, man... reminds me of some guys I know.

**What's your favourite part of your body and why?**

I'd have to say my eyes cause they're quite unique in the fact that they're green, and they change colour in different lights. Another random factoid: green eyes are the only colour eyes that can do that! But then again my boobs are pretty cool too. After all, you can't ever go wrong with some boobs.

Photographer: Laughing Orc









ON A SCALE OF ONE TO TEN, HOW GOOD LOOKING ARE YOU? SEE THIS IS ALWAYS HARD BECAUSE MY SELF ESTEEM ALWAYS USED TO BE QUITE LOW, I THOUGHT I LOOKED LIKE SHREK WITH BOOBS BEFORE I STARTED MODELLING AND PEOPLE TOLD ME OTHERWISE. BUT BASED OFF OF PEOPLE'S FEEDBACK I'D SAY PERHAPS A 6 OR A 7?

Photographer: Laughing Orc





**What would you like Elite readers to take away from your pictures in our illustrious mag?**

A nice, warm sense of happiness from seeing some boobies and butt I guess? I mean, I love to make people happy so I'd be pretty chuffed if my derriere could spread happiness through the land.







Photographer: Laughing Orc

**You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?**

Gah, this is hard! I'm not really clued up with celebs to be fair. The questions I'd need to know though are will they be fighting against each other? Or against me? Or with me? If they were fighting against me then I'd probably just book the hottest models I could find! If they were fighting each other, it'd have to be Richard Ayoade, Louis Theroux (cause they're both so awkward and I think it'd be cute to see them fumble about and apologise to everyone for bumping into them), Vladimir Putin (because he's an idiot and I'd like to see him make a fool out of himself) and Karl Pilkington because Karl Pilkington is a legend amongst men.



**If you could model for any brand, product or company, which would it be and why?** I like cutestykink and fairylove a lot! Cutesykink because they just have adorable clothes and I feel like a big teddy bear in them, and fairylove because they have a special place in my heart from my days travelling festivals. Plus everything is either rainbow or glittery, and who doesn't love that?

**What's your favourite song currently?** I couldn't possibly choose a favourite song because there's so many I love from such amazing bands! Though if I really had to choose I guess I'd say Solitude is Bliss by Tame Impala. Or just anything by them really. They're psychedelic gods.

**What's a guaranteed turn on for you?** Face slapping, biting, humiliation... I'm a bit of an animal haha!

**Describe your perfect photoshoot:** Just throw me in with a load of animals and take pictures. Let me literally drown in the pussy. (Sorry, I had to) Seriously though, it'd be cool to do a shoot with rescue animals to raise money for an animal sanctuary. Clothed of course though!



**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** Well it sure isn't diet because I eat like I've just emerged from a zombie apocalypse, and I think if I touched a treadmill I'd implode, so I'm going to say luck!

**What do you like most about Elite?** I just love the variety of cool, funky girls that are part of the community. Everyone is free to be an individual and gets to mark their own style on anything they submit.

**Finally, is there anything you would like to say to the Elite Readers?** Just be yourself and have fun. People always used to pick on me a bit cause I'd wear what I want, do what I want and come out with whatever obscure thing came through my mind, but being true to yourself (so long as you are being kind and compassionate to others) is the most liberating thing you can do. And I think if you worry about conforming all of your life, then when you're old and on your last legs, you'll look back and regret it. A lot of people who dig at you for being 'weird' actually come out later in life to admit that they only wished they could have the guts to do the same.







**DETH KULT**

**DETHKULT.CO**



**'EXISTENCE IS PAIN'  
EXTENDED T-SHIRT  
(WHITE)- £20.00**







# Nikita

## KLOSEWOOD

Photographer: Tripodski



**Hey Nikita! Welcome to Elite, for those who don't know you, tell us a bit about yourself:**

Hey! I'm a dancer/performer, travelling worldwide to do my shows. I created my own acts in lot of various universes... Big costumes, scenery, make up, pyrotechnics, Acrobatics, aerial hoop... I also created my own dancer's company Mystical Tribes, going for one year now. I'm modelling in the fetish and alternative universes. I have been playing piano for 10 years and violin 6 years. Did design studies before dancing, art always makes me deeply vibrate. I am Vegan, that's something essential to my eyes. Love to share a good life's philosophy to people and help them to become the greatest version of themselves.







**WHAT WAS IT LIKE  
TO WORK WITH THE  
PHOTOGRAPHER  
ON THIS SHOOT?**

**WORKING WITH  
TRIPODSKI WAS A  
REAL PLEASURE, IT ALL  
FELT VERY NATURAL!  
DEFINITELY LOVED THIS  
PHOTOSHOOT.**





**What was your favourite part of the shoot?** Playing with my sensuality taking sexy poses while I imagined people discovering all those sexy pics on their phone/computer...

**On a scale of one to ten, how good looking are you?** Omg It's not to me to judge that! Everyone has a different perception of beauty. I would say 8 cause I always can do better, but I already feel quite good with what I have ;)

**If you could model for any brand, product or company, which would it be and why?** Latex Fetish, dark/rock luxury jewellery, underground brand clothes... The Fashion industry has become more involved in having tattooed models in it, I love that!

**What is your favourite flavour of ice cream?** All Ice cream! They just have to be vegan! Love chocolate, mango, coconut, banana, hazelnut... Yummyy!

**What's your favourite song currently?** So many... I would say Lamborghini - Skrillex.

**If you could take us to any festival, which would it be and why?** HELLFEST FESTIVAL! The biggest Rock/Metal festival in France which takes places once a year for 3 crazy days.

**If you could listen to one album for the rest of your life, what would it be?** The Rammstein album, Mutter, definitely. And also some Rob Zombie and Marilyn Manson albums.

**What's a guaranteed turn on for you?** Two things makes me vibrate deeply in life. Creating art and also that time when a guy finds how to turn me on cause that's not so easy!

**Describe your perfect photoshoot:** The meeting between a photographer, a model and eventually a fashion designer which all loves exactly the same kind of final edit for the pics and all know how to do it!





**WHAT'S YOUR FAVOURITE PART OF YOUR BODY AND WHY?** MY PRETTY FACE AND SEXY BOOBS HAHA. MORE SERIOUSLY I FEEL QUITE COMFORTABLE WITH MY BODY CAUSE I WORK ON IT TO ALWAYS REFLECT IN THE MIRROR WHAT I WANNA SEE IN IT AND TO SHOW TO PEOPLE!









Photographer: Tripodski

**2017 has been a pretty big year for many people. How have you found it so far?** It's been a year where I've been going through difficult things in my private life, but since this summer things changed and all is good. 2017 was on the professional side very good and successful! I worked hard to buy my own apartment, a car, to develop my company Mystical Tribes and to perform in some beautiful events all over the world! Always working to realize my dreams. As soon I've reached one, another one comes out and I try to find the best way to make it become true :)



**FINALLY, IS THERE ANYTHING  
YOU WOULD LIKE TO SAY TO THE  
ELITE READERS? KISSES GUYS!  
GO TO FOLLOW ME ON FACEBOOK,  
INSTAGRAM, SNAPCHAT AND  
YOUYUBE: NIKITA KLOSEWOOD.  
HOPE TO MEET YOU ON SOME OF MY  
NEXT SHOWS SOMEWHERE AROUND  
THE WORLD! XXX**





PHOTOGRAPHER: TRIPODSKI





DESIGNED & PRODUCED



IN GOOD OLD BLIGHTY





# Growls Grandeur

TM  
©

TRADE



MARK

20% OFF WITH PROMO CODE  
'GROWLXELITE'



-JOIN GOOD APPAREL-

[WWW.GROWLANDGRANDEUR.COM](http://WWW.GROWLANDGRANDEUR.COM)

EST. MMXI







Photographer: RSPNYC

**Hey kpax! Welcome to Elite, for those who don't know you, tell us a bit about yourself:**  
Hi! I'm kpax! I'm a part time model, part time receptionist and part time student! I have a kitty named Chicken Nugget and I'm a HUGE animal lover!

**What was it like to work with the photographer on this shoot?** It was fantastic! Ryan is a great photographer. He was very encouraging while shooting which made me feel super comfortable!

**What was your favourite part of the shoot?** I think just getting to work with Ryan was my favorite part. It was our first time meeting and that can be pretty nerve-wracking, but he was so kind and funny and very laidback. The room we shot in was pretty great also!



**ON A SCALE OF ONE TO TEN,  
HOW GOOD LOOKING ARE  
YOU? 11/10! SELF LOVE IS SO  
IMPORTANT AND I'VE WORKED  
VERY HARD ON COMING OUT  
OF MY SHELL AND BUILDING  
MY CONFIDENCE UP.**





**2017 HAS BEEN A PRETTY BIG YEAR FOR MANY PEOPLE. HOW HAVE YOU FOUND IT SO FAR?** 2017 HAS BEEN MY FAVOURITE YEAR YET! I'VE DONE A LOT OF MODELING WITH NEW AND FAMILIAR PHOTOGRAPHERS. THE HIGHLIGHT OF MY YEAR WOULD HAVE TO BE THE SG BLACKHEART BURLESQUE SHOWS IN NYC THIS PAST SPRING! I GOT TO SEE AND MEET SO MANY GORGEOUS BABES!

Photographer: RSPNYC







**If you could model for any brand, product or company, which would it be and why?** Creep Street clothing brand would probably be my top choice. Not only do I love their clothing, but I love the dark and creepy vibe of the photos they post on instagram.

**What is your favourite flavour of ice cream?** Chocolate chip cookie dough!

**What's your favourite song currently?** I can't get enough of the band Alvvays lately! I got to see them live in Philadelphia last month and it was such a great show. Their song "Party Police" is my favorite!

**If you could take us to any festival, which would it be and why?** Honestly I've NEVER even been to a festival before! I tend to avoid huge crowds of people ha! But if I had to choose it would probably be Coachella just to get that ultimate festival experience.

**If you could listen to one album for the rest of your life, what would it be?** London Calling by The Clash!

**What's a guaranteed turn on for you?** An outgoing personality and a twisted sense of humour! I also can't resist a guy with tons of tattoos!

**Describe your perfect photoshoot:** It would definitely be outdoors. I would love to shoot in a snowy setting even though I know it would be unbearably cold for me, it would make for some pretty amazing photos!

**Where has been your favourite place to travel?** I visited San Francisco a few years back and I really fell in love! Something about the city is so unique. I have some exciting trips planned for the rest of 2017 and 2018 so that answer may change!



WHAT DO YOU LIKE MOST ABOUT ELITE? THE BEAUTIFUL BABES OF COURSE! A LOT OF THE MODELS FEATURED ON ELITE ARE ONES THAT I REALLY LOOK UP TO.

PHOTOGRAPHER: RSPNYC













Photographer: RSPNYC

**WHAT'S YOUR FAVOURITE PART  
OF YOUR BODY AND WHY?**

**I THINK MY (AND MOST OF MY  
FOLLOWERS) FAVOURITE PART OF  
MY BODY IS MY BOOTY! IT'S SOFT  
AND SQUISHY AND FUN TO GRAB  
(YES I GRAB MY OWN BOOTY)!**







**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? JUST A HUGE THANK YOU! I KNOW WITHOUT THE READERS/FOLLOWERS/FANS I WOULD BE NOWHERE SO THANKS!**

# RHYNN FOX

Photographer: Gemma Edwards









**Hey Rhynn! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** Hey! I've given modelling a bit of a break, but I'm looking to get back to it more, I love animals and my main line of work is animal care. I am also a massive fan of travelling and have been to some beautiful places.

**What was it like to work with the photographer on this shoot?**

Gemma is a brilliant photographer who makes you feel really at ease and comfortable in front of the camera. She gives good direction and comes out with amazing results!

**What was your favourite part of the shoot?**

I liked lying back on the rug, it was super comfy and just left natural.

**On a scale of one to ten, how good looking are you?** I would probably say a 6 on a good day.





**WHAT DO YOU  
LIKE MOST ABOUT  
ELITE? YOU HAVE  
SUCH A MIXTURE OF  
BEAUTIFUL GIRLS!**

Photographer: Gemma Edwards













PHOTOGRAPHER: GEMMA EDWARDS

**WHAT IS YOUR  
FAVOURITE FLAVOUR  
OF ICE CREAM?  
CHOCOLATE CHIP, THE  
MORE CHOCOLATE  
THE BETTER.**









**What's your favourite part of your body and why?** I like my eyes, they're very expressive, but it means people can read me quite easily.

**If you could model for any brand, product or company, which would it be and why?** Unrealistically it would be a big fashion brand like Gucci or Dior for a makeup campaign so I could cosey up to someone like Jared Leto. I love alternative brands like The Killing Tree and Small Victory Clothing too, they really express peoples individuality.

**2017 has been a pretty big year for many people. How have you found it so far?** I've had a lot of changes happen this year, some for the better and some for the worse. I've grown a hell of a lot and developed mentally, I know what I want out of life now and I aim to get it.

**What's your favourite song currently?** It literally changes on a daily basis, right this moment it's probably Parkway Drive - Bottom Feeder.

**If you could take us to any festival, which would it be and why?** Download, the atmosphere and vibe is usually so friendly it feels like one big family, although Leeds this year was insane.

**If you could listen to one album for the rest of your life, what would it be?** Without a doubt it would be Emarosa's 2010 Album - Emarosa, Johnny Craigs voice is magical.

**What's a guaranteed turn on for you?** An American accent!

**Describe your perfect photoshoot:** It would probably be somewhere on location in the wilderness, the mountains or forest somewhere. Animals on the shoot would be a bonus, but somewhere really ethereal and wild like the rockies.



**WHERE HAS  
BEEN YOUR  
FAVOURITE PLACE  
TO TRAVEL?  
MADAGASCAR  
WAS WITHOUT A  
DOUBT THE MOST  
INCREDIBLE  
PLACE I HAVE  
BEEN TO.**





**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? A MASSIVE THANK YOU FOR TAKING THE TIME TO READ ME WAFFLING ON, AND I HOPE EVERYONE HAS A LOVELY CHRISTMAS!**









The image features three burlesque dancers from the Suicide Girls troupe. They are posed on a stage with dramatic lighting. The dancer on the left has long green hair and is wearing a blue and white sequined top with a white feathered waistband. The dancer in the middle has long red hair and is wearing a black top with a gold eye design and a red skirt. The dancer on the right has long dark hair and is wearing a blue and purple top with a white feathered waistband. All three dancers have extensive tattoos on their arms and legs. The background is dark, and the lighting is a mix of red and blue.

# *SuicideGirls*

## **BLACKHEART BURLESQUE**

Photographer: Mike White

*SuicideGirls*  
**BLACKHEART BURLESQUE**









PHOTOGRAPHER: MIKE WHITE





*SuicideGirls*  
**BLACKHEART BURLESQUE**



# ARCANE ROOTS

@ THE HAUNT

SUPPORT: GOLD KEY

14TH OCTOBER 2017

One of the UK's most anticipated bands finally return to Brighton to play what could be considered an outrageously ear-gasmic performance. Arcane Roots are currently on tour in support of their newly awaited record, *Melancholia Hymns*.

To be considered an opener for such a show, you have to have something special to offer the music world, something that's different, something which is going to set you apart...that's exactly what Gold Key have. Consisting of members of current bands Gallows, Sikh & Blackhole to name a few. This band, even though relatively new, bring an interesting blend of melodies and punchy bass driven riffs. Vocalist Steve Sears compliments the music with a light, airy voice which over time, grows on you from the eerie sound he begins with. This was evident in the crowd, as the more the performance went on, the more heads starting bobbing in time with the rhythm of their music. Overall, the band put on a great performance and with time, could potentially go on to even greater things. Definitely one to keep your eyes on.

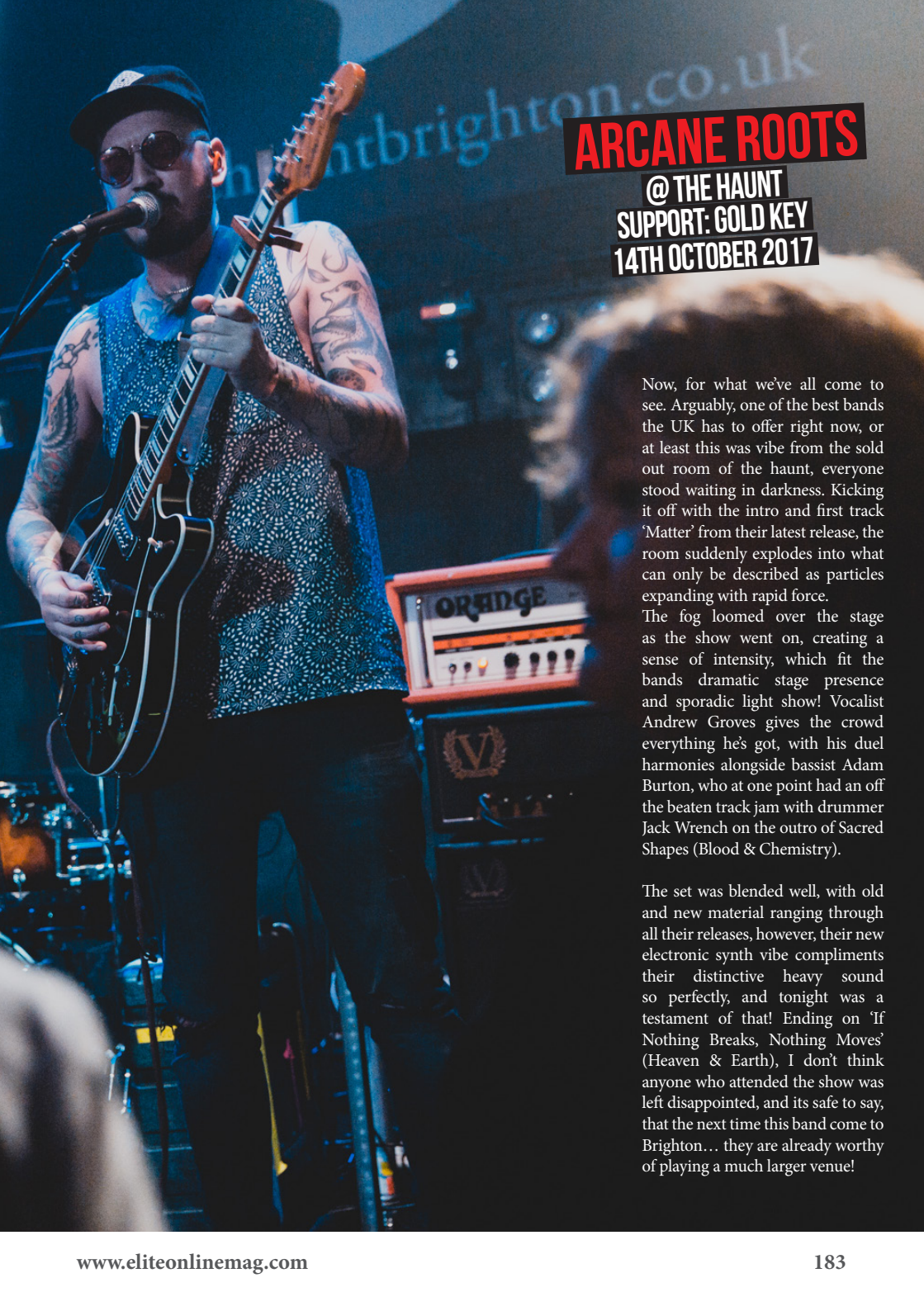
Words & Images by Robert Tilbury











## ARCANE ROOTS

@ THE HAUNT  
SUPPORT: GOLD KEY  
14TH OCTOBER 2017

Now, for what we've all come to see. Arguably, one of the best bands the UK has to offer right now, or at least this was the vibe from the sold out room of the haunt, everyone stood waiting in darkness. Kicking it off with the intro and first track 'Matter' from their latest release, the room suddenly explodes into what can only be described as particles expanding with rapid force.

The fog loomed over the stage as the show went on, creating a sense of intensity, which fit the bands dramatic stage presence and sporadic light show! Vocalist Andrew Groves gives the crowd everything he's got, with his duel harmonies alongside bassist Adam Burton, who at one point had an off the beaten track jam with drummer Jack Wrench on the outro of Sacred Shapes (Blood & Chemistry).

The set was blended well, with old and new material ranging through all their releases, however, their new electronic synth vibe compliments their distinctive heavy sound so perfectly, and tonight was a testament of that! Ending on 'If Nothing Breaks, Nothing Moves' (Heaven & Earth), I don't think anyone who attended the show was left disappointed, and its safe to say, that the next time this band come to Brighton... they are already worthy of playing a much larger venue!





Tonight wasn't just any normal night. It was a night of punktastic vibes from various different eras, it was like being transported back to late 90's for a last chance to skank!

Unfortunately, I arrived late, so I wasn't able to catch the opening band, but for what I could see; they had a pretty packed out crowd for their performance as the venue was rammed.

Mad Caddies brought all the feel good music all the way from California. It took a while, but soon after a few boppin' tunes, the crowd was in full swing, and raging for what's about to come. On stage, it was in a vibe of its own, with the trombone and trumpet player(s) jumpin' 'n' jivin' to every swinging beat that was blasted. It was a solid performance, but was it enough to sway some new faces?

During change-over, the crowd were unexpectedly welcomed by members of the Fireball Crew, running up and down pouring their brand of booze, freely into the front row punters mouths... I mean, who doesn't like a free shot?







**FIREBALL**  
**FUELING THE FIRE TOUR**  
**@ O2 FORUM KENTISH TOWN, LONDON**  
**16TH OCTOBER 2017**  
**REEL BIG FISH,**  
**ANTI-FLAG & MAD CADDIES**

Words & Images by Robert Tilbury





**FIREBALL**  
**FUELING THE FIRE TOUR**  
 @ O2 FORUM KENTISH TOWN, LONDON  
 16TH OCTOBER 2017  
**REEL BIG FISH,**  
**ANTI-FLAG & MAD CADDIES**







Up next, were punk rockers Anti Flag. Now, this band have been around the block and back, and are still producing punk anthems as catchy as the next. Kicking it off with 'Press Corpse', and 'F\*#k Police Brutality', we were taken straight back to the old days with that ethos of F\*#k you, Self-reliant attitude! Chris #2 (Chris Barker) certainly made you feel that way, by joining him with the middle finger. Blending their set with a mixture of old, and new songs (taken from later albums like American Attraction, their latest release) was a great choice, giving the older fans everything they wanted, while including newer fans of their presence in the punk world! They even played a tribute to the punk rock legends; The Clash by putting their own twist on 'Should I Stay or Should I Go'... Whilst there's politics, punk will always have a place in society to voice its views against fascism, right wing, states of hypocrisy... and that's exactly what Anti-Flag are here to do.

Now...with a stench of sweat in the air, we come to our finale. Reel Big Fish have always been one of those bands, ever since gaining recognition through-out your teens, who just stand out. This band have proven the test of time, keeping their fan base intrigued (most of which will have mortgages, and a family), by writing banger after banger. Not only are they incredibly tight, but they even have parts that are well rehearsed for comedic value during their performance. Playing a wide range from their history of get up, go happy albums, they played the classics such as 'Everyone Else Is An Arsehole', 'I Want Your Girlfriend To Be My Girlfriend' and of course 'Sell Out', to which the audience sung along to the catchy choruses with their hearts content. At no point did the set dip, the brass section kept everything light and vibrant, along with the band's entire demeanour. Be sure, Reel Big Fish will always be around to continue to spread great vibes throughout the musical world and bring everyone together to dance.

# WATERPARKS



**SUPPORT: THE BOTTOM LINE, CHAPEL  
@ THE UNDERWORLD, CAMDEN  
28TH SEPTEMBER 2017**

The Underworld has been home of many a crazy gig. It's a home for the alternative and the misfits, the classic and the new, which makes it a more than fitting venue to host one of the most successful tours of the year. Waterparks are just babies in this industry yet their loud and colourful pop punk bangers have catapulted them to a place where they're the hottest band around. Tonight's London show is just one of a full eleven date sold out tour so the kids that fill the basement of Camden's best venue better be ready for one ridiculously good show!

Opening tonight are The Bottom Line, a high energy punk band from our very own London. The adrenaline on the stage is visceral and spreads throughout the tightly packed crowd of screaming teenagers below; if you walked into the room at this point you'd be easily convinced that these boys were headlining tonight.



Tasked with following such an opener are Chapel, a two-piece from the States. They come with a different vibe, something which resembles Twenty One Pilots with a pinch of Friendly Fires. It's interesting and even features a short and underwhelming cover of Radiohead's Creep. This is lost on a crowd of 15 year olds, but hey, for the most part Chapel succeed in keeping the party going.

After a mass-singalong to the likes of One Direction and Taylor Swift (yes, really), it's finally time for Waterparks to grace the crowd with their presence. From the get-go they are bursting with high energy and for the most-part can barely stay on the tiny stage with home much they move about. The screams of a crowd of new wave pop-punk teenagers are piercing, and although it's a little much for the older fans in the room, it's touching to see how much the fans from the other side of the pond mean to the boys in Waterparks. The setlist is jam-packed with favourites

from their entire discography. There's the thumping mania of Mad All The Time, the appropriately moreish Crave, the throwback anthem Silver and all-round favourite Royal. The latter of that list suffers from a little timing glitch, but how the boys recover is testament to their musicianship and bond. The excitement in this room does not falter once, even when mosh pits fail it's only because everyone just wants to sing and pogo and scream directly into Awsten's face.

21 Questions forms tonight's encore with a singalong so loud that Awsten and his guitar may as well give up because the fans are so loud you can probably hear them from the other side of Camden. As the night ends and the venue clears there is still a buzz in the air; it's exactly what you'd call one to remember.

Words: Alice Hoddinott





## Anti-Flag - American Fall

Spinefarm Records | Release Date: 3rd November 2017

Anti-Flag have always been very motivated in the movements of the people, the decisions being made, and how it affects everyone around them. With their new release American Fall shining light onto more of the American culture and its political stance, the new album offers an insight through the lyrics, into some of the current affairs, and what's wrong with the world.

It's difficult to tie this in with older releases like The Terror State, Underground Network & For Blood and Empire to name a few, but Anti-Flag definitely bring you that classic punk rock sound, which they've mastered over the years, blending some old style with big catchy hooks, intricate bass lines and huge chanting through-out which will leave you singing every word. If you have followed this band over the last few years, then this album will place perfectly in the collection, however it falls on deaf ears here.

Words by **Robert Tilbury**



## Cannibal Corpse - Red Before Black

Metal Blade Records | Release Date: 3rd November 2017

Cannibal Corpse are a band whose thirst for brutality knows no bounds and despite their vicious aural nature both sonically and lyrically, they are the biggest selling death metal band of all time and the fact that they don't tone this brutality makes this feat all the more impressive. Another impressive feat is the fact that Red Before Black, the bands fourteenth album in their almost thirty year history, sounds just as heavy, hungry, and ferocious as they did when they blasted out of Buffalo, NY with their debut album Eaten Back To Life back in 1990. Red Before Black starts as it means to go on with the manic Only One Will Die and what follows is another lesson in Death Metal from the masters of their craft. That breakneck opening simply blows you away with its precise heaviness and speed and from there Cannibal Corpse sound as good as they always have. The bands sound wether fast as they are on the rapid fire Shedding My Human Skin, the title track and Destroyed Without A Trace or more midpaced like on Code Of The Slashers and Scavenger Consuming Death, the bands passion and heaviness shines through and they prove exactly why they are so highly regarded. Vocalist George "Corpsegrinder" Fisher still sounds like the audio equivalent of a serial killer and the rest of the musicians that make up the band also give an awesome display of murderous death metal with drummer Paul Mazurkiewicz in particular proving that he is one of the best drummers in extreme metal while the production from maestro Erik Rutan gives the bands sound a savagely precise finish. This is the primes of prime death metal and you can't get better than Cannibal Corpse and with Red Before Black, the band prove why they're the best there is when it comes to death metal.

Words by **Gavin Brown**







**Converge - The Dusk In Us**

*Epitaph Records* | Release Date: 3rd November 2017

Spanning over a 20+ year career, with cathartic releases like Jane Doe & Axe To Fall, it's hard to expect what's going to come next with these guys. Following on from their last release *All We Love We Leave Behind*, this 5-year gap has been nerve wracking. With songs like 'Under Duress' and 'Reptilian' already forming good taste; the new album is full of fast paced, sludgy, punishing riffs, alongside Bannon's tortured howl, giving you a feeling of wanting to repeatedly smash your face into a brick wall, all whilst taking breath, in and out of atmospheric through-out eerie songs like the self-titled 'The Dusk in Us' and 'Thousands of Miles Between Us'. Converge continue to evolve again and again, and this wait has finally been broken. There is no doubt in my mind, this band will never not release a blood pumping, invigorating album, and that's exactly what they've done!

Words by **Robert Tilbury**



**Knuckle Puck - Shapeshifter**

*Rise Records* | Release Date: 13th October 2017

Sitting on the more serious side of the pop punk fence are Knuckle Puck who shot to fame with their outstanding record *Copacetic*. A cornucopia of emotions and a rougher approach to the genre shot them to fame but it's the vast canvas at which they tackle their songs that sparked a lot of interest in people with such a wide and varied attack.

Getting straight to the point with *Shapeshifter* then is that it all feels a little safe this time around. There's nothing that's out of left field and doesn't shift through as many peaks and valleys as *Copacetic* did. The albums stand out track 'Double Helix' has all the charm and hooks that made the band stand out from the pack and then some, but it's the only time this happens throughout. There's still the weighty emotional numbers such as 'Conduit', but it all comes across as a deliberate attempt at honing their identity and pushing forward through safe waters. This though they do well, it's a solid release from a band who have plenty more to offer, but it's whether they want to venture into the unknown that'll see how Knuckle Puck plays out.

Words by **Joshua Clarke**



**Veil of Maya - False Idol**

*Sumerian Records* | Release Date: 20th October 2017

Despite nods to the band's distant past, False Idol largely follows the trajectory set by 2015's Matriarch towards a darker yet more melodic sound, again including an intriguing running narrative, guided by the voice of relative newcomer Lukas Magyar, whose contributions on this album seem more ambitious than on its predecessor. Thirteen years into a career that has cemented their place among metalcore's most persevering bands, Veil of Maya have less concern for conventional structures or harmony on False Idol (illustrated by single Overthrow), and the frantic, fretboard-spanning riffs that have become a trademark of sole guitarist and founder Marc Okubo's style are revisited here with a more prominent groove.

False Idol could easily have been safer and less progressive than previous efforts, but Veil of Maya have continued to build on an already distinctive concept. The marriage of angular prog-metal riffing and melodies that might have been lifted from a glossy pop number is neither novel nor particularly straightforward; it is usually a farcical matrimony, either blatantly and painfully forced or met with negativity from both sides of the family. A much more diverse, contemplative record than Matriarch, however, False Idol is a success.

Words by **Dominic George**

**Wu-Tang Clan - The Saga Continues**

*36 Chambers/Entertainment One*

Release Date: 13th October 2017

The Saga Continues, the latest album from the legendary Wu-Tang Clan starts just as you would wish with a plethora of kung fu samples, that classic sounding Wu production courtesy of the groups long time DJ Mathematics who produces the entire album and the Abbot himself, the RZA announcing the albums commencement.

From there on that production perfectly soundtracks the gritty street tales and complex rhymes that we have come to expect from the Kings of Shaolin and with the well placed samples, the vibe is pure Wu for the duration. Being held in legendary status by so many and following such past classic albums like Enter The Wu-Tang: 36 Chambers and Forever as well as countless phenomenal solo albums by the Clans members, the stakes are always high when they release a new album but it is safe to say that The Saga Continues more than lives up to the high expectations.

Method Man, Raekwon, Ghostface Killah and Inspectah Deck in particular are on top form and the albums guests like Redman, Chris Rivers and the late Sean Price shine with their verses as well and tracks like Lesson Learnd, If Time Is Money, Froze, People Say and Famous Fighters are the Wu at their finest with both the beats and rhymes sounding tight and fresh throughout. After a few years of ups, downs and infighting amongst the group, it feels good to have the Clan back firing on all cylinders so throw up your Ws, turn it up loud and salute the greatest hip hop group of all time, a group who are still releasing dope and vital music in 2017.

Words by **Gavin Brown**





LOUD NOISE PRESENTS

# THE SOUND OF REVOLUTION

SATURDAY NOVEMBER 4<sup>TH</sup> 2017 ⚡ KLOKGEBOUW, EINDHOVEN

## Sick of it all Cro-Mags

### STARS AND STRIPES

EXCL. BENELUX 2017 SHOW

### BATTERY

### NO WARNING

EXCL. EUROPEAN 2017 SHOW

### A COLD WORLD

EXCL. EUROPEAN 2017 SHOW



### DOG EAT DOG

EXCL. 'ALL BORO KINGS' SET



### SLAPSHOT

### NO TURNING BACK

20TH ANNIVERSARY

### BACK IN BLACK

EXCL. EUROPEAN 2017 SHOW

### RIGHT DIRECTION

### 100 DEMONS

EXCL. EUROPEAN 2017 SHOW

### WISDOM IN CHAINS

★★★★

### Lion's Law

### BISHOPS GREEN

### Smuckle Dust

### Strength for a Reason

20TH ANNIVERSARY

### HAWSER

### SLANDER

### BRICK BY BRICK

### THIS MEANS WAR!



TICKETS: PRESALE € 25 ⚡ AT DOORS € 30  
DOORS: 12.00 HRS



DESIGN: SEARTWORK.COM

# WWW.THESOUNDOFREVOULTION.NL

# GAMING: OCTOBER ROUNDUP

## OUT THIS MONTH

THE BIGGEST RELEASES COMING OUT THIS MONTH

**CALL OF DUTY WWII** (PC, PS4, Xbox One, out 3 November)



This year's Call of Duty is going back to its roots and returning to the Second World War. Expect a bombastic single player campaign and broad multiplayer, along with a slew of loot boxes and new social rankings to earn. Can it win back long-time COD fans?

**SUPER LUCKY'S TALE** (PC, Xbox One, Out 7 November)



Microsoft has picked up Playful's adorable fox character and plucked him from the VR world and into home consoles. We got review code just before this issue came out so didn't get to review it fully, but it looks and feels like a fun, classic platformer.

**FOOTBALL MANAGER 2018** (PC, Lin, Mac, out 10 Nov)



Sports game season is upon us, and this year's Football Manager adds new squad dynamics, a new player scouting system, a new medical centre, and better tactical options.

**STAR WARS BATTLEFRONT 2**

(PS4, Xbox, PC, out 17 November)



EA has seemingly learned its lessons from the last Battlefront, and is bringing is A-game here with tons of new modes, new mechanics, space battles, and a single-player campaign. Expect some Last Jedi tie-ins as well.

**SONIC FORCES** (PS4, Xbox, PC, Switch, Out 7 November)



Earlier this year Sonic Mania reminded us how great games starring supersonic blue hedgehogs can be - now it falls to Sonic Team to take back the baton. Can they deliver the first truly great 3D Sonic title?



## STREAMER TO WATCH

### EMILY GREY



[twitch.tv/emilygrey](https://www.twitch.tv/emilygrey)

**Streaming:** League of Legends / PUBG

**When:** No fixed schedule

You might recognise the name from a previous career, but these days Emily can be found on Twitch, playing a variety of PC and Xbox games. Her dry wit and chatty nature make her streams a lot of fun.

## GAMING GADGET

### RAZER KIYO WEBCAM



Razer has brought us a unique webcam - one designed squarely with streamers in mind, where a high quality camera is paired with a powerful, adjustable ring light. Capable of streaming 1080p at 30fps or 720p at 60fps, the Kiyo boasts autofocus, an 81.6 degree field of view, and dimmable, multi-step lights that deliver a flattering daylight tones. At £99 its priced pretty reasonably, too.

## ON THE HORIZON

### GAMES WE'RE LOOKING FORWARD TO

#### MONSTER HUNTER WORLD

(PC, PS4, Xbox One, Spring 2018)



Capcom is going all-out with the latest Monster Hunter, retaining the classic gameplay of the series whilst shoehorning it into a gorgeous new engine and a sumptuous open world.

#### XENOBLADE CHRONICLES 2

(Switch, Winter 2017)



Monolithsoft brought us the epic Xenoblade title for Wii and Wii U, and this sequel looks to be as expansive and mesmerising as the first game.

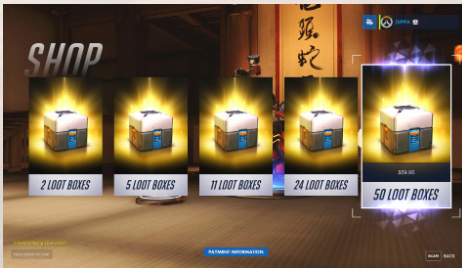
#### KINGDOM COME: DELIVERANCE (PS4, Xbox, PC, Feb 2018)



Imagine Skyrim, but without the fantasy. Warhorse Studios are crafting a deep open-world RPG that's based entirely in history and striving for realism.

# WE NEED TO TALK ABOUT LOOTBOXES

What's the single unifying factor between some of this season's biggest game releases? Nope, it's not HDR visuals, vast open worlds or the voice acting talents of Nolan North. It's the presence of a seemingly innocuous little thing known as the Loot Box. They appear innocent enough, offering a bounty of riches to the gamer who opens them. But their presence is so reviled that it has forced some countries to expand their gambling laws to include video games.



## WHAT IS A LOOT BOX?

A loot box, by any other name, would smell as sweet. They might be called Loot Crates, or Blind boxes, or even booster packs, but their function is the same: they contain a number of randomised, unseen goods, only revealed when the box is opened. They might be gifted to a player for levelling up or as a reward for achieving something in a game, or can be bought with in-game or real-world cash.

As for their contents, these are usually graded in terms of rarity, with the likelihood of receiving rarer items increasing with the cost of the loot box. In more benign loot boxes the items within might be cosmetic in nature, but in some games they might be consumable items, wargear and equipment, or even new characters.

They serve a specific purpose: to extend the compulsion loop of a given game to encourage players to stay invested in a game. Opening a box scratches an itch similar to a casino slot machine, and can be seen as a contributor to video game addiction. Oh, and they also unlock neat stuff.

## A BRIEF HISTORY OF LOOT BOXES

The first game known to have included loot boxes is the Chinese-only MMO, ZT Online. The concept didn't reach the west until 2010, when Valve transitioned Team Fortress 2 to a free-to-play game and included the ability to purchase keys to open randomised crates. Other online multiplayer games and mobile games followed suit, generally as a way to maintain a steady income in lieu of selling the game upfront.



EA made history by introducing paid Loot Boxes to a full-priced retail game with Mass Effect 3's multiplayer mode in 2012, and Counter-Strike Global Offensive and Battlefield 4 were quick to follow suit. It was 2016's Overwatch, however, that really popularised the Loot Box concept; desirable cosmetics including character skins, special effects and dialogue was hidden within them. By granting loot boxes as rewards every time the player gained a level, Blizzard successfully instilled a desire in the player to acquire more, and would later introduce limited-time seasonal loot boxes to further enhance their desirability.



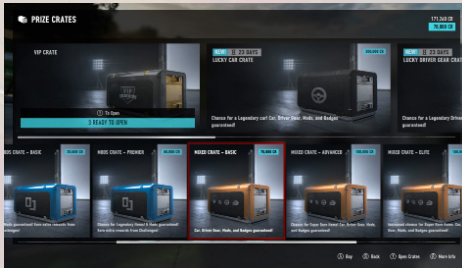
Notably, Overwatch's Loot Boxes only include cosmetic items which do not affect gameplay, and are



used as a way of funding ongoing development of the game and allowing for free content updates. Other loot boxes in video games are less benign.

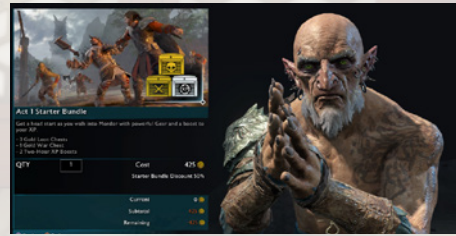
## THE EPIDEMIC OF 2017

This year every game and its dog has loot boxes. Well, that's not strictly true, but certainly a huge number of big-name, AAA games feature them prominently, and not only in multiplayer modes. Star Wars: Battlefront II, Fortnite, Call of Duty: WWII are all typical (though the fact that the latter offers social experience points for watching *other players* open loot boxes speaks volumes), but the concept seems more egregious when applied to single-player games, or at least single player modes within games, like Forza 7 and Shadow of War. In Forza 7's case, loot boxes replace the traditional means within the series of acquiring more credits from races - in previous Forza titles, you could earn more rewards from each event by turning off various assists and increasing the difficulty of the AI racers. In Forza 7, you still get bonuses by increasing the difficulty, but other boosts are only obtained through loot crates. Loot crates which have to be bought with either in-game or real-world money. So you end up spending in-game money to earn in-game money, to spend on more loot crates...



Shadow of War's implementation is less impactful, at least in terms of progression through the game, though it does greatly affect the fortress-conquering endgame. In Monolith's creation, some loot boxes contain weapons and armour for Talion, but the more useful ones contain Orc Captains and equipment / traits for your army. Having access to powerful, high level and rare Captains makes the fortress capturing aspects of the late game much easier, and being able to equip them with additional traits can make them even more powerful. As with Forza, it's still perfectly possible to progress in the game without purchasing them, and without

spending real money on them, but there's a clear benefit to doing so.



## IT'S THE LATEST TREND

Loot boxes are not the first method developers and publishers have used to try to further monetize the development of expansive games. We've seen several attempts at this come and go, from online passes (which quickly went the way of the dinosaur) to season passes (which have become rather more acceptable) and pre-order bonuses (which have thankfully tapered off). There's a difference, though. Online passes, season passes etc are normally pretty upfront about what you'll get with your money, and it's usually a one-off purchase. Loot boxes are instead intended to provide a continuous cycle - of cash for the publisher, and items for the player. Often not quite the item they might be wanting, but something close enough to make encourage them to buy another one in the hopes that this time they might get that ability, item, costume, or whatever they've been craving.

Are they here to stay? That remains to be seen. They're currently the subject of considerable debate, and there have been petitions to get the purchase of loot boxes classified as gambling (a concept the UK Gambling Commission has so far rejected on the grounds that the majority of loot boxes contain virtual items with no intrinsic real-world value). This may change, of course, as the impact of loot boxes on games - and on gamer's bank accounts - becomes clearer.

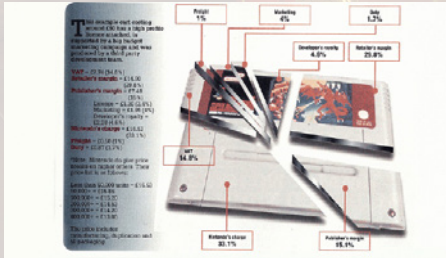
For now, they're here, and are set to be a common trend in games coming out over the next few months. Time will tell if the trend will fade away or become something we can expect to see in a wider variety of games going forward...

## ARE THEY NECESSARILY A BAD THING?

Absolutely not. Lets be clear on this: Loot boxes are an optional purchase. And they can have their

# WE NEED TO TALK ABOUT LOOTBOXES

benefits. Blizzard uses the profits from loot box sales to provide free content updates for Overwatch to all players. Triple-A game development costs have skyrocketed, but games have not substantially increased in price over the years. In fact, some Super Nintendo Entertainment System games carried a price tag of £49.99 back in 1992.



Infographic from a 1995 issue of Super Play magazine

It's perhaps understandable, then, that publishers are trying to make more money from individual game

sales. The 'games as a service' concept doesn't exist for the benefit of the player; it's there to encourage the player to spend more money on their favourite titles, and to give the publisher - and developer - more of a return on their investment in the development of the game.

Yet it's easy to see why people are frustrated by the omnipresence of these loot boxes. Some gamers would tell you to boycott games that rely on loot boxes, but it's up to each of us to determine what is worthwhile to ourselves. If you're enjoying a game, and spending many hours exploring its content, is it such a bad thing to put a little more money into it?

Nobody can speak for you when the question of perceived value is asked. All we suggest is that you think about what you're getting before you fork out your hard-earned cash for a blind loot box, and ask whether the potential in-game rewards are, to you, worth that investment.

DESIGNED & PRODUCED  
IN GOOD OLD BLIGHTY

Growls & Grandeur  
TRADE MARK

20% OFF CODE  
'GROWLXELITE'

-JOY GOOD APPAREL-  
WWW.GROWLANDGRANDEUR.COM  
CST.MMXI





Review by Callum Walker

## GRIMOIRE: MANASTORM

(PC)

Grimoire: Manastorm is a free to play multiplayer FPS set in a world of dark powers and magic, where the player takes on the role of a mage from any one of 6 schools of magic. You'll hurl fire, lightning, earth, nature or nether energies at your foes across two core game modes, or take on a survival based solo challenge.

On paper this is a great concept, and something not seen often in the FPS genre, plus its free to play so whats not to love...?

Well quite a bit, as it turns out.

Firstly the graphics are poor, and not in a rose tinted glasses, oh i remember these days poor, but just bad. Very Clunky, even on a high end gaming PC the game seems to run slow and with stutter, which makes no sense when the same rig is putting 60 fps on PUBG.



It doesn't help that the Grimoire is horribly buggy either. The hit detection seems a bit all over the place in both survival mode and in multiplayer.

Survival mode at least is fun, it sees you defend a church against waves of fantastical monsters, but average level design and slightly tired concept in that you defend static point against waves of ever harder bad guys and bugs, with little interesting or different.



Now I do not want to be too harsh, this is an indie studio, the base game is free ( although on steam access to other classes of magic will cost you £1.99 a pop)

Grimoire tries to do something different which is awesome, but sadly the execution is lack lustre.

5/10



Review by James Hall

## FORZA MOTORSPORT 7

(PC)

With any long-running series, there's always going to be a certain degree of diminishing returns, especially when successive years only iterate on the successes of their predecessors. Forza Motorsport is no exception, and whilst every release in the series has been a noticeable upgrade over its predecessor and brought new features to the track its hard to get that sense of boundaries being really pushed. Forza 5 brought the series to current gen consoles. Forza 6 added spectacular weather effects. Forza 7 adds dynamic weather, day-night cycles and hundreds of new cars. But for every second it pulls ahead of its predecessor on the straights it loses half a second in the corners.



Forza games have always felt great to drive, whether with control pad or wheel, and 7 does little to buck this trend. The cars handle brilliantly, realistic with just a touch of arcadey sliding that makes the game credible but still fun to play. Generous assists cover everything from racing lines to stability and traction

control, rewinds, even assisted steering and braking, making it easy for players of all skill levels to put in an effective performance on the track. Dynamic weather across all circuits spices up gameplay admirably, forcing you to adapt your racing style on the fly, and your AI opponents, powered by the series' Drivatar tech, offer up a credible challenge, react to on-track incidents naturally, and do make their own mistakes. They can still prove a touch unpredictable, but that's one of the things that makes them so fun to race against.

It looks and sounds incredible too, turning in a locked 1080 /60 presentation on a standard Xbox One, bumped up to 4k / 60 on Xbox One X and PC (if your gaming rig is up to the challenge) and both console and PC versions support HDR. Engines growl with pent-up aggression, brakes and tyres emit tortured squeals, collisions sound heavy and final. Whilst the X and PC versions are the ideal, the game still looks great on any Xbox One hardware.

Elsewhere, the car garage has been expanded to over 700 vehicles, all meticulously detailed and fully customisable with visual and performance mods. New circuits add some extra variety, as does the inclusion of racing trucks. And the inclusion of customisable driver gear for your racer lends a touch of personality to a game that can come across as relatively sterile.





The on-track gameplay, then, is excellent; the best the series has been to date. But Turn 10 has totally missed its braking zone when it comes to the surrounding systems and game design. Lets start with the most egregious of the new additions: blind loot boxes. Whilst Forza 6 dabbled with card packs that let you equip custom race modifiers for boosts to your XP and Credits earned from a race, they were an additional option, an extra way to mix things up for players and a different way of getting extra rewards. The primary way - as will all previous Forza titles - was by way of the driving assists - turn off Traction control and get a 10% bonus to your race wins, turn off the racing line for another 5%, enable manual gear shifting for a 10% bonus, and so on. All of these are gone - now the only way to improve your credit rewards for completing a race is by equipping mod packs (or increasing the difficulty of the AI). But those mod packs can't be earned - the only way to get them is to purchase them with in-game - or real - money.

**“FOR EVERY SECOND IT PULLS AHEAD OF ITS PREDECESSOR ON THE STRAIGHTS IT LOSES HALF A SECOND IN THE CORNERS.”**

This proves a double-edged sword in many ways. For a start, it de-incentives getting better at the game and challenging yourself. Why bother racing with all the assists turned off if I can earn the same amount of rewards by completing a much easier race with everything turned on? More damning is the fact that you end up having to spend money to earn money - buying loot boxes isn't cheap, and whilst you might get the occasional car and driver gear in the more expensive crates you're still denying yourself the chance to buy that one car you had your heart set on. The mods do shake things up - offering bonuses for perfect passes or for completing a race using the cockpit view only - but it's rarely enough to feel truly meaningful.

Then there's the changes to career mode, which eschews the series' mantra of allowing you to use any car you like at any point, instead limiting you to specific events with specific vehicles. The narrower focus does at least force you to experiment with car selection, but it also locks you out of certain events if you don't own the right vehicles. Coupled with the fact that a large portion of the vehicles in the game are locked out until you improve your 'collection' score, which you can only increase by buying other cars, you end up with several races in a championship that you just can't compete in. In the first championship alone there are two event series that require tier 3 cars - I wasn't able to access these until I'd almost unlocked the third Championship. Oh, and you can't even access those cars in Free Races either.



Elsewhere, online multiplayer is back and again has mixed results; the on-track racing being typically great, helped by the solid, well-tested net code, but the setup can be unnecessarily cumbersome, and often restrictive. Split-screen racing returns, but only for console players - PC gamers don't get the feature at all - and is a disappointingly barebones affair devoid of AI and stripped of dynamic weather effects.

The changes to the career mode and game structure make Forza Motorsport 7 a difficult game to recommend. The core game is as spectacular as ever; one of the finest racing games available that's capable of appealing to hardcore racing fans whilst remaining accessible to newcomers to the genre. It's a perfectly engineered marvel let down by some poorly designed bodywork; the engine and drivetrain sing in harmony, but someone put the steering wheel the wrong end of the car and misplaced the tyres.

7/10



Review by James Hall

## SUPER MARIO ODYSSEY

(Switch)

Super, n. Article of superior quality.  
Mario, n. Male name, derivation of roman Marius.  
Odyssey, n. A long and exciting journey.

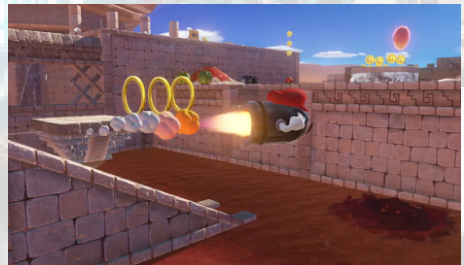
It's not always easy for a game to live up to its title, especially when said title references an ancient, epic poem. Even more so when two of the words of its title - Super and Mario - have featured in the titles of some of the highest regarded video games of the last thirty years. Further still when the game is the first outing of Nintendo's most enduring mascot on a new platform.



It's impressive, then, that Super Mario Odyssey not only lives up to the dictionary definition of its title, but also the legacy and expectation that the words carry with them. This is, indeed, a long, exciting journey, of superior quality, featuring Nintendo's diminutive,

mustachioed ex-plumber. Although Odyssey takes its cues from classic 3D Mario titles like 64 and Sunshine, it avoids the pitfalls of those games with ease. In every regard, Odyssey is something of a masterpiece.

The appeal is immediate. Gorgeous environments burst with colour and detail. Vibrant characters and monsters patrol the kingdoms Mario visits, garnished with characterful animations and charming details. Mario scurries around, arms flailing, a determined expression on his chubby little face. Cheep Cheep's bob aimlessly through the water. Goombas waddle towards you with ferociously cute frowns. Music that riffs on old familiar tunes as well as new and catchy compositions accompanies your every move. Everywhere you look the game is packed with sumptuous, almost frivolous details. But they're so enormously endearing.





In his Odyssey, Mario is once again chasing after Princess Peach, who has once again been kidnapped by Bowser, who once again plans to marry her. Setting aside the moral ambiguity of a giant dinosaur's infatuation with the blonde princess, Mario's pursuit takes place across multiple Kingdoms of the world, each with it's own quirks. There are forest and desert regions, underwater tunnels to explore, and the high-rise skyscrapers of New Donk City to explore, though you'll have to contend with Bowser's latest lackeys; a quartet of bad-tempered bunnies called the Broodals, who you'll fight as bosses in several of the kingdoms.

**"EVERYWHERE YOU LOOK THE GAME IS PACKED WITH SUMPTUOUS, ALMOST FRIVOLOUS DETAILS. BUT THEY'RE SO ENORMOUSLY ENDEARING."**

Mario is aided by his buddy Cappy, a shape-shifting cap that can also possess the bodies of enemies, as well as break objects and collect coins. A quick toss of the cap will capture the creature you throw it at, allowing you to use that creature's abilities to access new parts of the level and solve puzzles. Goombas, for example, don't slip on icy ground, and can stand on top of one another to make a tower of Goombas that allow Mario to reach higher items and ledges. Other creatures offer longer jumps or other novel means of getting around; all have their uses, but you'll still spend most of your time as Mario, with a familiar set of running, jumping, and bouncing moves for anyone who has played previous 3D Mario games. All are handily explained with an in-game 'Action Guide', and are reiterated throughout the levels in hint signs to remind you to use them



Crucially, no matter who or what you're currently playing as, the controls always feel sharp and fun, with the exception of the slightly cumbersome inclusion of forced motion controls for some actions, which feel fine when you're using the Switch docked but are clumsy if you're playing the game handheld. Movement is easy and feels natural, navigation is

aided by clear waypoints but relies far more on ingenious level designs that do an exceptional job of showing you potential paths to explore and areas to investigate. Doing so is rewarding, too - even the simplest of diversions will reward you with coins - used both as currency and a life system - but more challenging exploration showers Mario with purple coins, which are limited, unique currencies for each of the Kingdoms, or in some occasions, Power Moons.

Power Moons are the main collectible in Odyssey, and there's almost a thousand of them scattered through the game. Some are easily spotted, others cunningly hidden, and some are obtained as rewards for the brilliant boss battles in the game. Each level - sorry, Kingdom - requires you to collect a certain number of Moons, as these are used as power for Mario's hat-shaped aircraft, the Odyssey, but there are many, many more to find. Tracking them is kept mercifully easy thanks to a log screen, and there are cryptic hints for each of the Moons that you can buy or find (or unlock with an Amiibo). Finding enough to progress is rarely too challenging, but tracking down all of the Moons in a given kingdom is a solid challenge.



Once you've completed the 'story' of the game and rescued Peach, you're free to explore the world in order to track down the rest of the Moons and purple coins, and there's a gotta-catch-em-all element to the game's wardrobe functions as well, with all manner of costumes to collect, some of which have specific in-game uses. Doing so, like everything else in the game, is a joy; Odyssey is a game that remembers well what a fun video game looks like, and has no problem making itself accessible, entertaining, and rewarding at every turn.

It feels hyperbolic to say this, but I don't use this word lightly. In every regard, Super Mario Odyssey is a masterpiece.

**10/10**



Review by James Hall

## STEAMWORLD DIG 2

(PC, PS4, Switch, Vita)

Ever since Dig Dug, games have been fascinated with mining. Not the kind of mining you'll find in World of Warcraft, where you hack away at an ore vein to get some metal. Not even Minecraft, where you build as much as you destroy. But actual mining. Delving deep into the bowels of the world, carving a path through solid rock.



Steamworld Dig 2, a much expanded sequel to the well-received title that popularised the Steamworld setting, nails the satisfaction you feel from hacking your own path. Equal parts exploration and resource gathering, you'll venture into the mines beneath the town, ostensibly in search of the previous game's protagonist, Rusty, who has gone missing. As his friend Dot, you'll hack paths through the mine, collecting gems as you go, always aware of how much fuel you have left in your lantern and how much

health you have remaining. When either gets too low, you return to the surface, trade in your gems for coins to spend on improving your equipment, and off you go again.



Its a simple, satisfying central loop of gameplay, perfectly pitched so you always feel like you're making progress, whether that be earning enough cash to upgrade your gear or finding an interesting new part of the mine - and there are plenty of both to find. It's balanced by the risk you run with your light and health - running out of fuel makes it incredibly hard to find your way back to the surface, and running out of health, whilst not a game over, does bump you back to the town without any of the gems you've collected on your most recent run.



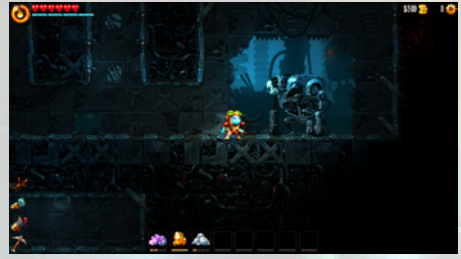


It certainly helps that developers Image & Form have totally nailed the control scheme. The running, jumping and mining controls are sharp, and as you unlock new gear and abilities these all map well to the existing controls; no inventory shuffling is required. I won't spoil the surprise of what traversal methods you eventually unlock, but suffice to say you'll be able to do far more than just run, jump, and wall-jump before long. The traversal options aren't just for kicks either - there's a light Metroidvania element about Steamworld Dig 2, with some regions and items effectively gates off until you have the right equipment to be able to access them.



The newly added platforming puzzles are less effective than the exploration, but these are purely optional side-caverns where you unlock upgrades and artifacts if you can complete the challenges within. Some of these are pretty fiendish too, and much like the main game world they're packed with secret areas to discover and items to find.

There's a huge amount of charm to be found in the design and artwork; the Steamworld inhabitants are a delightful menagerie of colourful robots bursting with character, and the stellar art style extends to the creatures you'll find and the environments you'll explore too. It's a vibrant, breezy game, though that's not to say that it doesn't pose quite a bit of a challenge at times, especially in the last region you unlock, where the game takes an unexpected, somewhat horror-esque turn.



Steamworld Dig 2 expands on its predecessor in every meaningful way, whilst keeping the spirit of the first game intact. The addictive drip-feed of new upgrades and gear makes the game hard to put down, and makes the 8 or so hours your first playthrough will take go by in a blur. It's a real gem of a game with a veritable goldmine of things to do and places to explore. No puns intended.

10/10



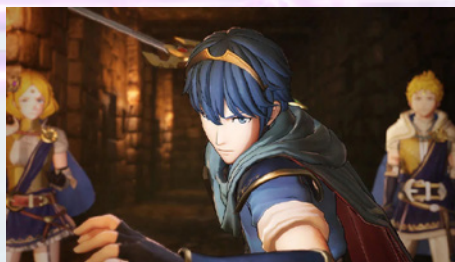


Review by James Hall

## FIRE EMBLEM WARRIORS

(Switch, 3DS)

The last time Nintendo, Team Ninja and Omega Force collaborated, we were treated to the excellent - if a little bizarre - Hyrule Warriors, one of a handful of games that made owning a Wii U or New 3DS worthwhile. It was lovingly made, but the solo adventuring spirit of the Legend of Zelda never quite fitted with Omega Force's grand battle gameplay. For this second team-up effort, the Warriors series has been paired up with Intelligent System's epic strategy series Fire Emblem - and the result is one of the finest Warriors games to date.



The core game is all Warriors, as you'd probably expect, though there are some tweaks to the format. But you'll still take your chosen hero into sprawling battlefields teeming with footsoldiers for you to mow down in the hundreds, capturing enemy forts and outposts whilst defending your own from enemy

attack. The moment to moment action is simplistic, almost cathartic in its steady rhythm of light-light-heavy attack combos, but at least half of the game takes place on the minimap as you protect key characters and react to battlefield events.



With Fire Emblem Warriors you'll be taking a team of up to four playable heroes into battle, which you can swap between at any time. Heroes - both playable and otherwise - can be given orders through the pause menu, so you can assign the other characters to attack enemy units, capture objectives, even defend and heal allies. Fighting alongside other heroes improves your relationship with them, granting upgrade materials as the bond between characters increases, and the famous Fire Emblem Weapon Triangle is in full effect, so you'll need to consider what weapons both you and your opponent



are wielding in order to maximise your damage output and cut through your foes more efficiently. And you'll need to do the same for your allies, too, if you want them to survive. Balancing all of these elements becomes a delicate juggling act, so whilst merely getting through each map isn't too much of a challenge, scoring an S ranking and acquiring all of the collectables is a considerably more difficult task.



Speaking of survival, one of Fire Emblem's core conceits is the notion of permadeath for characters defeated in battle. Warriors takes a slightly gentler stance to the mechanic in its classic mode (or the feature can be disabled entirely); characters defeated in battle are not dead, but can't be used again in any game mode until they are revived at the temple for a huge chunk of cash and materials. They will still turn up in cutscenes and conversations though.

There's a fairly straightforward Story Mode, which comprises of 20 Chapters linked by a fairly throwaway story that mostly exists as an excuse to draw together characters from different Fire Emblem games. Don't expect the plot to tug at any heartstrings or deal with subjects that other Fire Emblem games have handled deftly - the Story mode here is simply an excuse to get you from battle to battle. It'll be over in a few hours, but the real meat of the game lies in its history mode. This mode selects key battles from the Fire Emblem timeline, and each opponent on the pixel art maps represents its own unique battle. Defeating opponents and meeting certain battle conditions unlocks new areas and even new characters, and it's a hugely effective time sink with dozens and dozens of encounters to complete. It's worth noting that Fire Emblem Warriors also features the welcome return of split-screen Co-Op, notably absent from some recent Warriors titles, and yes, you can even play with a single Joy Con. Another neat inclusion is the ability to choose between Performance and Quality when playing with the Switch in the dock. In handheld mode the game sticks to a pretty consistent 60fps, and you can stick with this when

playing on a TV to keep the fluid framerate. If you opt for Quality, you'll get a full HD image, but the framerate will take a hit. It's a cool feature that we'd like to see as an option in other Switch games.

If you're not much of a fan of the Musou games that Omega Force is known for, chances are you won't find anything here that will change your mind. There are tweaks to the Warriors formula to make this game better fit the Fire Emblem characters that it stars, but these aren't far-ranging enough to change the way the game plays. Equally, fans of older Fire Emblem titles might be disappointed - there are notable absences from the likes of Eliwood and Roy, with most of the cast of heroes drawn from the more recent Fates, Awakening, and Shadow Dragon titles. That said, the cast is still strong, with fan favourites like Marth, Chrom, Lucina, Camilla and Tiki all playable, with more characters coming via DLC, and there's a definite thrill to be found in taking control of your favourite character and cutting your way through enemies.



The inclusion of more prominent strategic elements and meaningful character interactions work well alongside the light tactical elements and all-out action of a typical Warriors game. If anything, Omega Force could have leaned a lot more on Fire Emblem tropes, and certainly the game deserves a deeper, more engaging story than the one presented here. None of that matters in the moment, of course; Fire Emblem Warriors is a joy to play, packed full of content and likeable characters that will prove just as endearing even if you haven't played the game they originated in, and the 20-minute battles are a perfect fit for the Switch.

9/10





Review by James Hall

## SHADOW OF WAR

(PC, PS4, Xbox One)

Remember Shadow of Mordor? I don't, at least not in any great detail. I remember buying it, playing it, enjoying it... and then I seem to have completely wiped it from my mind. That might have had something to do with the lore-breaking ending, which left my inner Lord of the Rings nerd quietly raging. Or it might be because there are just so many open world action / adventure games out there that despite Mordor's quirky, somewhat under-utilised Nemesis system, the rest of the game just didn't do enough to stand out in the crowd.



Well, Monolith are back, with the long awaited continuation of Talion's adventures in Mordor. The Nemesis system has been greatly expanded, the size of the game world increased, Talion's abilities overhauled and a new progression system - complete with equipment - has been added. It's not hyperbole

to suggest that Shadow of War is a game practically overflowing with content, and that's before you factor in the procedurally generated Nemesis content. The core mechanics of the game are lifted pretty much intact from Shadow of Mordor, so you can expect semi-rhythmic combat, a good deal of sneaking around, and a lot of clambering up buildings and cliffs.

By far the game's strongest feature is the emergent gameplay that the Nemesis system provides. Mordor is, fittingly enough, overrun with Orcs, who occupy their own camps and fortresses in a semi-tribal society. Each region has an Overlord, beneath him are his lieutenants, and the rabble are controlled by Orcish Captains. Each of these captains has their own unique traits, name, and appearance - all randomly generated; some might be immune to poison or able to stop Talion vaulting over them, others might panic at the sight of a Caragor, or be enraged if you set them on fire. They'll helpfully introduce themselves when you come across them in the world - whether you're hunting one down or encounter them by chance - and there are seemingly thousands of lines of dialogue that makes each one of them feel unique. They're by far the strongest characters in the game, not to mention the funniest, and you'll quickly grow attached to some of your orcy friends. And foes.



Taking down these Captains (and Overlords) is the general meat of the game, though now you can also Dominate Captains to turn them to your side and use them in your armies. You're no longer a ranger hiding out in Sauron's back yard; with the strength of a new Ring of power, the wraith that co-inhabits Talion's body, Celebrimbor, has now set his sights on overthrowing the dark lord altogether, with an army of Orcs, no less. So you'll be using your Captains to infiltrate the ranks of the Overlord's Lieutenants, assigning them control over your own territories, and engaging in full-scale sieges to overthrow your orcish opposition. This does, however, mean that you'll spend an inordinate amount of time poring over menus and analysing enemy weaknesses.



There is a proper story apart from the orcish politics simulator, but it's here where Lord of the Rings purists might want to look away. Shadow of War plays it pretty fast and loose with Tolkien's lore, and that's putting it mildly. Its lore-bending includes relatively inconsequential changes - like depicting the fall of Minas Ithil a thousand years after it happens in the original timeline, or inventing identities for several of the Ringwraith - to more major alterations, such as turning the giant spider Shelob into a sultry goth lady. New characters are introduced, but these lack the personality of the orcs that you'll face, and the story missions, such as they are, are easily the weakest sections of the game, both in their execution and dramatic impact. Most boil down to simplistic 'follow a character' or 'kill X enemies with a certain attack' objectives, and the cutscenes are hampered by Talion's wooden expression and the one-note characters. There are some attempts at per-character storylines, but these are largely ineffective.

If you can look past the lore-breaking and story problems, you'll find a ton to do in Shadow of War. The core gameplay is solid, if not groundbreaking, and each of the game's regions is densely packed with sidequests, collectables, challenges... and Orcs. Lots and lots of orcs - in fact it's barely possible to walk a hundred yards

in Mordor without bumping into another captain to fight. It does mean that there's no shortage of emergent gameplay to participate in - and some of the best moments in Shadow of War happen when things don't go to plan, such as when you're carefully picking off a Captain's bodyguards and just as you're about to move in for the kill, an Orc you defeated hours ago comes back from the dead, insults you, and starts laying into you with his axe, alerting all the other Orcs nearby. We'd be remiss if we didn't mention the loot box system that plagues the game, offering up equipment and powerful Orc recruits for those willing to part with in-game or real-world money; these don't really affect progress in the game but they do play a large part in how grind-y the endgame of Shadow of War can become.



Technically Shadow of War acquits itself just fine; the base model PS4 and Xbox One versions suffer with smudgy, low-resolution textures but look considerably better on Pro / X hardware, whilst the PC version looks pretty spectacular with everything maxed out. Composer Garry Schyman does a good job of weaving in aspects of Howard Shore's movie soundtracks whilst still giving the game its own identity, and lead voice actors Troy Baker, Alistair Duncan and Laura Bailey put in predictably flawless performances, even if their scripts are lacking.

Shadow of War ultimately finds itself in a bit of a no-mans land. On the one hand, the game is packed with content, plays great, and offers near endless cycles of emergent gameplay through its nemesis system, which is far more developed here than it was previously. Much of the content, however - especially the story - feels rather hollow, and at times the game can feel like it's struggling under the weight of its many systems. When there are so many things to do, but so few of them feel meaningful, then no matter how solid the core gameplay is it can't help but feel like a chore after a while.

6/10



Review by Shana White

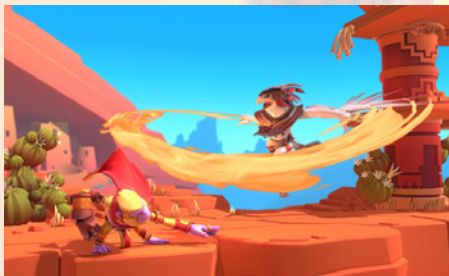
## BRAWLOUT

(PC, PS4, Switch, Xbox)

When I got asked to review this game I did a read up on it and got super excited. I love a good platform fighter and with everyone comparing it to Super Smash Bros which is one of my all-time favourites and still gets played a lot at my house, I was keen to give it a go. I can definitely see where the comparison comes from as there is a lot of similarities in the gameplay, but it does have some of its own unique characteristics too.



The game offers you the opportunity to play online against other player in quick play or ranked gaming options, however being in early access and the American and European servers being separate there weren't a lot of player on that I could play online. So, I spent most of my time playing the bots.



There's a number of playable characters, each with their own stats and abilities and personalised style of combat. There's promise for more characters to be released as the game progresses, which is something to look forward to. The gameplay does seem pretty simple at first as you only really have two attack buttons, your standard attack and your special attack. But its more about stringing your attacks together efficiently in a strategic combo.

The aim of the game is to not fly off the map. If you're familiar with this sort of game you will know that instead of health bars you have percentage bars. Each time you get hit the percentage gets higher and higher. The higher the percentage, the easier it is for your opponent to send you flying and that's how you lose lives. The longer you remain on the map



throughout the battle, the higher your rage meter will go up, but if you get sent off the map this will be reset to zero. When your rage meter goes up you are able to unlock new and special moves.



You also have a choice of 5 maps which are not just visually well done they also react in different ways to the gameplay. Such as some maps have edges to fall off while others you just get sent flying out of bounds. Some maps the terrain begins to crumble under you as you fight and the playable area gets smaller and smaller, making it harder to not be sent out of bounds.

On the dashboard there's access to tournaments which you can sign up to and take part in, as well as Brawlout TV where you can watch other matches going on live. Unfortunately, I never got the chance to explore these options due to the lack of players but I will definitely be coming back for more. There is also a local option where you can play with friends off the same keyboard or attach control pads if that's your thing. There also a private lobby where you can invite friends to play.



Overall this is a really good platform fighter. The characters are well designed and their special abilities adapted really well to them. The graphics are really visually appealing and once you get a hang of the way the terrains react, your fighting style and those of your opponent, it can be a really fun game. Its

currently retailing at £14.99 on steam which I hope doesn't put more players from joining in as I think the online gaming and tournaments will be what makes this game great, as well as the unlocking of new characters. As I was unable to play the game in its entirety I will only be able to rate it at 6/10, but I will be logging in periodically to hopefully see the community pick up.

6/10

WWW.MURDERTRON.COM

STREETWEAR  
T-SHIRTS  
JUMPERS  
VESTS  
HEADWEAR  
ACCESSORIES

15% OFF  
ONLINE ORDERS  
WITH PROMO CODE  
"ELITEFTW"

PHOTOGRAPHER: JACK RUSSELL @JACKRUSSELL\_PHOTO  
MODEL: ROUGE SUICIDE @SHOWMEYOURTITCH



Review by Shana White

## SENKO NO RONDE 2

(PC, PS4)

I'd never played anything from the Senko No Ronde series before so I was going into this pretty new. I mean, I like shooting games, I like fighting games, I like manga style artwork, so I sure will enjoy this?



Apparently, Senko No Ronde was originally an arcade game in Japan and was later brought to Xbox and now PlayStation and Steam. I played the Steam version and the elaborate intro got me really psyched to give it a go. Flying around listening to a Japanese pop soundtrack while shooting stuff? Bring it on.

So I did the right thing and gave the tutorial a go first. This is probably the most in depth confusing thing I have ever tried to figure out in one go. Usually after a tutorial you're like "sure I've got this", but I was genuinely confused. It makes it out to be this really complicated movement and flight sequence to then

engage in battle and destroy your enemies. It really didn't feel like it needed to be that complicated but there you go. Once I felt comfortable enough to engage battle I went for it.



There are a few different ways you can carry this out. There's an arcade mode which is your regular one battle after the other. There's an online mode where you can play others, and there's a story mode. I started with the arcade mode and it seemed like the tutorial made it out to be a whole lot harder than it was. There's about 14 different playable characters to choose from all with their own strengths and fighting abilities and it was fun to try them all and see what they do. Each character has their long-range attacks, close range fighting and special attacks which need to be powered up before you can use them. You fly around and fight your opponent until you can



eventually turn into a giant boss like version of yourself and take down your opponent. When you are in your boss form you have a limited time to shoot at your opponent and take their health down before the final hit where you can go into an ultimate boss form and end them. During the arcade matches you can set things such as the number of rounds, time of each match as well as difficulty. Online you can play ranked matches as well as quick matches, and play out similar to how the arcade ones do, except you're obviously playing other players. The story mode has a lot of story to it. Its set out quite novel styled.

**“THOUGH THE COMBAT ITSELF IS RARELY CHALLENGING, IT’S SATISFYING AND EMPOWERING”**

The visuals are really good and its sort of like reading a graphic novel manga with battles in between. You select different parts of the story mode that you want to do and they branch off into other parts of the story. There's matches along the way as you play through the story, and other characters come into play as you go too. The story mode is quite long so not something you would play through very quickly. There's also a Score Attack mode which is the same as arcade mode but you have to see how high a score you can rack up. There is also a gallery where you can see artwork involved within the game which was pretty cool. There's about 39 steam achievements to get and some free downloadable content too.



Overall, I think the game is ok. I'd say if you have friends playing it too or if you just want a good old bullet ballet style game then it's probably for you. The graphics and soundtrack are exactly what you'd expect from a Japanese arcade style game, but I think the amount of time it takes to learn the controls for the game took away a bit of the fun. I'd imagine it being a lot easier to grasp on PlayStation than it was on my PC. However, I think for the price that it is (29.99 on Steam), its not something all your

friends are going to rush out and buy and replace your Counter Strike nights in a hurry. All in all I enjoyed the game and the story mode was longer than I expected with loads involved, the visuals and soundtrack exactly what you expect for a Japanese arcade style shooting/ fighting game based in outer space.



6/10



